SILICON TIMES REPORT
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INTERNATIONAL ONLINE MAGAZINE
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Florida Lotto

LottoMan v1.35 Results: 06/24/95: 1 match in 6 plays

> From the Editor's Desk "Saying it like it is!"

Well now let's see, we got the goodies for the grill, ribs steaks and dogs, the salad fixin's and the keg of Bud, I think we're all set for the Fourth of July. Why all the party stuff?? That's easy.. Its my oldest son's birthday and ..mine too! Sooo.. This is a bigger than ordinary weekend for this household every year. My oldest, Ralph, left this evening for Daytona Speedway with some of his friends they took the motor home down for the "Daytona Firecracker 400". I refuse to call it the "Pepsi 400" as it almost sounds sacrilegious. They'll be back sometime Saturday night and be well in time for the birthday bash planned for here. He'll be thirty and I'll be thirty nine. <g> Okay ok, I'll be fifty three. Gawd, that sounds old. But I feel the way I did the day he was born. In fact, I feel great! <g>

The Internet is spawning a host of other wonderful advancements in computing. Among which Super fast telecommunicatons technological advancements are right around the corner. (Read about it elsewhere in this issue.) ISDN is fast becoming the "by-word" of FTP, Web and other CyberSurfers. It is fast, super-reliable and soon to be in a substation near you.

As always before a holiday, I ask, plead and beg that you appoint a designated driver if you are going to party about across this long weekend. I want to keep the readers we have. Besides, a DUI/DWI hit is mighty expensive. Average for first offense is about $1900.00 with the fines and all the hidden charges and expenses added in.

Ralph...

Of Special Note:

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STReport is now ready to offer much more in the way of serving the Networks, Online Services and Internet's vast, fast growing site list and userbase. We now have our very own WEB/NewsGroup/FTP Site and although its in its early stages of construction, do stop by and have a look see. Since We've received numerous requests to receive STReport from a wide variety of Internet addressees, we were compelled to put together an Internet distribution/mailing list for those who wished to receive STReport on a regular basis, the file is ZIPPED, then UUENCODED. Unfortunately, we've also received a number of opinions that the UUENCODING was a real pain to deal with. So, as of May 12,1995, you'll be able to download STReport directly from our very own WEB Site. While there, be sure to join our STR list. In any case, our mailing list will continue to be used for at least the next eight weeks. At that time, however, it will be discontinued. Each of our readers will have by then, received their information packet about how they may upgrade their personal STR News Services.

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Computer Products Update - CPU Report

Weekly Happenings in the Computer World

Issue #26

Compiled by: Lloyd E. Pulley, Sr.

******* General Computer News *******

>> Microsoft Denies Win95 Delay <<

Microsoft Corp. yesterday denied rumors it is delaying its August release of the Windows 95 operating system. Earlier, investors, panicked over such reports, caused the Dow Jones Industrial Average to fall 15 points in a matter of minutes.

Writing in The Wall Street Journal this morning, reporter Don Clark says yesterday’s market consternation began after a wire service reported Microsoft company had delayed its Win95 code to PC makers, "suggesting the companies might not be able to release their new machines by the scheduled launch date of Aug. 24."

Then, says the paper, "PC Week magazine, in a report distributed over the Internet, also quoted unidentified PC makers as saying delivery of the code to manufacturers had been pushed back to the end of the month from July 7."

Clark says Microsoft insisted there hasn’t been any delay, though it declined to disclose the dates it plans to ship the completed code.

Microsoft Vice President Brad Silverberg told the paper, "We haven’t told PC makers anything different in a month. They will have the code in plenty of time to make Aug. 24."

Clark says the company’s remarks "seemed to reassure investors." On the strength of that (and on news of an auto-related trade accord with Japan), the Dow Jones Industrials rebounded to advance 14.18 points, closing at 4556.79. (Microsoft’s shares, which had been off more than three points, closed at $87.875, up $1.)

"Wall Street’s hair-trigger reaction," says the paper, "dramatizes the high stakes surrounding Windows 95, which is crucial to the fall selling seasons for PCs, hardware accessories and other software that are tailored to run on the long-awaited system."

Curiously, Microsoft also is grappling with rumors some PC makers will get their machines on retailers’ shelves before Aug. 24, giving them a head start over rivals.

"The company had talked about ensuring an even start by distributing the code in a scrambled fashion that would be electronically unlocked by all manufacturers simultaneously, but it later dismissed that idea as unworkable," Clark writes.

Silverberg said he is barred from scooping the release date by terms of their license contracts with Microsoft, but other executives think the rules are subject to varying interpretations.

"To be honest," Silverberg said, "we are more concerned about having them jump the gun" than be late.

>> Lion King CD-ROM Planned <<

Disney Interactive and 7th Level Inc. have announced a partnership to develop a CD-ROM game title based on Disney’s popular Lion King characters -- Pumbaa and Timon -- for release this Christmas season.

Disney artists and producers will work with artists, programmers and game designers from 7th Level to create the game. Disney will market and distribute the title, which is scheduled for release in the U.S. in November and elsewhere next spring.

The Pumbaa and Timon software, Disney’s first game title for Windows CD-ROM, will feature arcade-style game-play designed for home computer users ages 8 and older. No price has been announced.

>> Apple Acquires E-Mail Software <<

Apple Computer Inc. says it has acquired MailShare, a Macintosh electronic mail server software package designed for managing messages on the Internet.

The company says it has renamed the product Apple Internet Mail Server and will continue to make the software available as freeware. The product can be downloaded from the World Wide Web at http://abs.apple.com/products/m ailserver.html.

The software, acquired from developer Glenn Anderson, supports the Simple Mail Transport Protocol (SMTP) and Post Office Protocol version 3 (POP3), two mainstream standards for Internet e-mail. The product allows users to send and receive e-mail over the Internet from any personal computer that supports the SMTP and POP3 standards.

Apple also notes that software developer Anderson will join Apple as a software engineer.

As is the nature of freeware software, Apple doesn’t plan to provide support for the freeware version. Over time, Apple intends to

commercialize the Apple Internet Mail Server by further enhancing the product’s features and providing technical support.

>> IBM to Bring Music Online <<

IBM says it will make EMI Music Publishing’s large library of recorded music available through an online digital database.

The deal with EMI will allow film, TV and advertisement makers who want to buy the rights to a piece of music to select from EMI’s library of 300 hours of specially written themes or commercial music.

Officials in London said the arrangement allows licenses to be bought and music to be downloaded directly by computer.

EMI’s commercial music division KPM hopes to offer its entire music catalog, including material from performers such as the Rolling Stones and the Beatles.

>> Lotus Has Back-to-School Promo <<

Lotus Development Corp. has unveiled its Back-To-School promotion, an annual event that’s designed to make the software publisher’s products more affordable to students and academic professionals.

Lotus SmartSuite and a special bundle of Lotus Word Pro and Lotus 1-2-3 are now available for $149 and $99, respectively, to students, educational institutions, faculty and staff. The program will run from July 1, through Oct. 31.

>> Apple Updates Windows QuickTime <<

Apple Computer Inc. has announced a new version of QuickTime for Windows, the software that brings multimedia capabilities to PCs and consumer electronics devices.

The company notes that QuickTime 2.1 for Windows will take advantage of the latest 32-bit operating systems, including Windows NT and the upcoming Windows 95.

QuickTime 2.1 for Windows is scheduled to become available this fall. Developers will be able to license the software free of charge for redistribution with their applications, CD-ROM titles and media clip libraries. Home and business users will be able to acquire the software for $9.95.

>> Data General Nixes PowerPC Chip <<

In what is seen as a "mild blow" to the PowerPC chip coalition, computer maker Data General Corp. has decided to switch from the Motorola-IBM- Apple chip to Intel microprocessors for its next computers.

While Data General, which makes midrange servers used to run databases and corporate networks, isn’t a big chip buyer, as a longtime Motorola customer, it was considered one of the most likely candidates

to join the PowerPC ranks.

>> Dell Completes Pentium Switch <<

Dell Computer Corp. says it has completely transitioned its computers to Intel's Pentium microprocessor.

The computer maker notes that its entry-level Dell Dimension desktop PC series now offers Intel's most powerful CPU while remaining within the price band formerly occupied by 486-based Dimension models. System prices for the 60MHz Dimension P60 start at $1,299.

Dell also states that its Dimension PCs will now be shipped with 8MB RAM and 64-bit PCI local bus video as standard features.

"Our build-to-order business model has enabled us to avoid the parts shortages and inventory excesses affecting other manufacturers and lead the transition to the Intel Pentium processor," says Doug MacGregor, vice president of the Dimension series.

>> Sticky Disk Envelopes Debut <<

I & I Specialties Inc. of Jacksonville, Florida, has introduced new floppy disk-size self-adhesive envelopes. The envelopes' adhesive back and resealable flap are designed to give disks a place to live inside file folders, book covers, manuals or binders. Boot or configuration diskettes can be placed in the envelopes on the particular PCs to which they pertain. When fulfilling literature requests, the envelopes are designed to keep demo disks in a predictable place. When overprinted, the envelopes can take on special meanings in applications ranging from security to disaster recovery, or birthday or holiday greetings. The Stick-A-Disk pockets are available in packages of ten for $3.49.

>> Britannica Free On The Web <<

As part of an agreement with Time Warner Inc., an online version of the Encyclopaedia Britannica will be available on the Internet's World Wide Web for free for 60 days.

Reports say Britannica will be available on Time Warner's Pathfinder World Wide Web site (http://www.pathfinder.com) with encyclopedia articles linked to more up-to-date information in Time publications.

The firms said they will integrate and co-market their online information services, adding that while colleges and universities have had access to Britannica Online since the fall, this is the first time independent consumers have had access.

Britannica now publishes its information in several forms, including on the Internet, CD-ROM, and its 32-volume printed set.

Britannica Online was named the 1994 product of the year by Database Magazine.

Time Warner's Pathfinder site is free, but users are asked to register as members. Following the 60-day trial period, Britannica Online will be offered as a subscription service over Pathfinder.

>> Survey Tracks Web Usage Upward <<

A new survey says the number of households accessing the Internet's World Wide Web from home rose by 50% in May compared with April, breaking the 2 million mark.

The research by the NPD Group finds many of these consumers are logging onto the Web via commercial online services, where subscriptions are up too.

The report indicates that as of April, 5.1% of the nation's households -- or 5 million households -- were online, an increase of 11% over the previous quarter, when the survey reported 4.5 million subscribers.

And says the researchers, the survey suggests the 5 million current online subscribers represent only about a third of modem owners. Some 1.3 million households plan to join one of the commercial online services in the next six months, the survey indicates.

But NPD Vice President Steve Coffey, who compiled the study, cautions against overstating future growth, saying new member acquisition will likely be offset by turnover among existing members, or "churn," a long-standing issue among the services.

Coffey said the April survey indicates more than 7 million households have, at one time or another, been members of a commercial online service, but only 5 million are current subscribers, adding, "Member turnover is an economic reality facing the networks and the marketers who use them. The online marketplace would look much different were it not for churn."

Other findings from the April survey:

-:- 33.2% of the nation's homes (32.3 million U.S. households) reported owning a PC, up 1.3% since January, an annualized growth rate of 5.2%. (Since PC ownership traditionally has risen faster in the fourth quarter, with many households acquiring PCs at Christmas, Coffey believes that growth will be higher still.)

-:- More than 10 million households, current PC owners and non-owners combined, plan to purchase a new PC or upgrade a current model during the next six months.

>> PC Market May Double by 1999 <<

Dataquest Inc. forecasts that 100 million PCs will be shipped worldwide in the year 1999, up from 48 million in 1994.

The market researcher adds that the booming PC market, which grossed $95 billion for PC makers last year, will reach an unprecedented $185 billion in 1999.

"Such phenomenal growth in the worldwide PC market will affect every product in the PC food chain, from semiconductors to software and services," says Philippe de Marcillac, vice president and chief analyst at Dataquest. "All regions will experience strong unit growth brought about by lower prices, continued demand for Windows and its follow-on

versions, demand from the home market, demand from emerging markets and small businesses, and the necessity to communicate globally."

PC revenue is predicted to approach $116 billion this year and have a compound annual growth rate of 14% over the next five years, says Dataquest.

> ISDN INFO STR FOCUS! TOMORROWS' COMMUNICATIONS - TODAY!
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Chapter One

ISDN - WHAT IS IT?

Preface;
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by R. F. Mariano

Before we get started, there's a few points that need to addressed. The first being ISDN is NEW thus, not available everywhere ..yet. Rest assured, this is the coming thing for every business, small or large, SOHO, and private home. Its the Rolls Royce of service at very affordable prices. Sure the initial outlay of the required hardware may seem steep, but then if its compared to the cost of a high quality, noise limiting v.34 modem, its suddenly very affordable and quite versatile with available speed up to 128bps.

I made a few preliminary inquiries this past week and the results were anywhere from "typically expected" to completely knowledgeable, helpful and professional. First let's look at the typically expected... I called a local Internet Provider and found out some very interesting things.. It would appear that some of these folks want very much to keep you "in the dark as much as possible". The person I spoke to "assumed" I wanted a direct connect full time accessible ISDN access account. I listened to the spiel and when he got to the $1000.00 per month fee I politely asked why there was such a difference between his quotes and those of firms on the west coast (California) and other areas like Chicago. He quickly, it almost sounded gleeful, informed me I was looking for hourly dial-up ISDN service. He immediately added it was not available in my city. He then went on to tell all about how Southern California was so far ahead of the rest of the country that it would take at least five years for our area to get to where they are now. I then asked about northern Ca and Seattle Wa. He confidently said they were same boat we are. He explained there was no T3 Network backbone in Jacksonville and that to bring one in would cost in the neighborhood of one hundred thousand dollars. I concluded that further conversation with this fellow quickly became unnecessary. The conclusion to be drawn here is to SHOP AROUND check and double check everything you are told. Since this ISDN thing is in the "basement", not yet on the ground floor, there are certain "entrepreneurs" that'll take you for the full "ride" if you allow it. Caveat Emptor is the key phrase here. I might add that your local Bell office is also a great source of honest but in some cases,

limited information.

I then called Southern Bell’s ISDN Rep again and informer her of what had just occurred. She told me she had a list of providers who would be glad to provide exactly the type of service I was looking for.

What Is ISDN?

ISDN, or Integrated Services Digital Network, is a new way of transmitting telephone traffic. Your telephone company "converts" a central office switch to ISDN by installing new equipment and programming.

ISDN’s digital technology allows the provision of three communication paths, called channels, over the same copper wire arrangement that provides traditional telephone service. ISDN Individual Line is provided through the ISDN Basic Rate Interface, also known as 2B+D. This arrangement provides two "B", or bearer, channels and one "D", or delta, channel. Each of the "B" channels can carry voice, circuit switched data at up to 64 kilobits per second, or packet switched data at up to 64 kilobits per second. The "D" channel carries signaling information between the central office and the subscriber’s ISDN equipment and may also be used to carry packet switched data at up to 16 kilobits per second. For comparison, today’s most commonly used modems operate at speeds of 2.4, 4.8 and 9.6 kilobits per second.

ISDN was designed to work smoothly with traditional telephone service, so that customers who subscribe to ISDN services can make voice-calls to, and receive voice-calls from, customers who subscribe to traditional telephone service.

Some major benefits of ISDN include its ability to provide:

- up to 2 simultaneous voice conversations over one physical line
- voice, circuit-switched data and packet data services
- flexibility in arrangements between services, telephone numbers and telephone sets
- new applications to the home and office
- noise-free operation over existing lines

This article attempts to explain ISDN and its benefits for the typical homeowner, apartment dweller or small business. After reading it, you should understand how ISDN can meet your communication needs and understand some basic ISDN terms. This introduction also describes the decisions and arrangements you must make before ordering ISDN services, and how to start up ISDN sets after you’ve plugged them in.

What is unique about ISDN?

Wiring ISDN usually requires new wiring and new phone sets in the home or small business. Signaling Your central office knows that you wish to make, take or interrupt a call when it receives special signals that result from picking up a handset, dialing, or depressing buttons on your set. Before ISDN, you frequently had to interrupt or terminate your conversation to signal the switch. ISDN lets you to talk and signal at the same time.

Multiple Simultaneous Conversations The Pre-ISDN network only permits

one telephone call over your line at one time. Basic Rate ISDN's 2B + D architecture, allows at least 3 simultaneous "conversations" over a standard phone line. ISDN has two B channels for voice, circuit or packet conversations, and one D channel to carry signals between your set and your central office. In addition to carrying signal data, the D channel can also carry low-speed (i.e., up to 9.6 kbps) packet data calls.

Data Capacity Before ISDN, normal phone lines could reliably carry only 2.4 kilobits per second (bps), or one third of the text in a single-spaced one page document. ISDN carries 144 kbps of information over the same line, enough to transmit a 22 page document every second. Each B channel carries 64 kbps, for a subtotal of 128 kbps. The D channel carries another 16 kbps, bringing the total to 144.

Analog vs. Digital Transmission When you call a friend, pre-ISDN telephone sets convert the sound waves of your voice to analog electrical waves (analog transmission); ISDN sets convert your voice into voltages representing a string of 0's and 1's (digital transmission), like those on a compact disc recording. In both cases, these converted electrical signals are sent over the telephone network to your friend's set, where the earpiece converts them back into the sound of your voice. However, as an analog transmission travels through the telephone network, it can pick up analog noise from power lines, moisture in telephone cables, lightning, or crosstalk from other lines. These analog noise sources cannot usually contaminate ISDN transmission, which makes ISDN sound quality and transmission reliability far better than traditional voice service.

User-Friendly Feature Use

Depending on the individual ISDN set you purchase and local service availability, ISDN permits you to activate features (e.g., call forwarding) by pressing a button or by dialing the traditional two-digit access codes. For each ISDN set you have, if you have ordered optional features, your telephone company will provide a template showing which set button controls the features you've ordered.

Flexible Set/Number Arrangements The pre-ISDN telephone network had many limitations in the arrangements of service, sets, and telephone numbers. For example, each line could have only one telephone number and calls could not be directed to individual sets in the home. ISDN removes these and other limitations. When you add these features to ISDN's multiple-call capabilities and data capabilities, many new applications are possible.

Power

Traditional telephone sets receive electrical power over the copper wires that link your home to the local central office. When there's a power failure in your neighborhood, traditional telephone service is not interrupted because backup generators in the central office send power to your set over your phone line. ISDN phones require more power than your phone line can carry, so ISDN sets must be powered from electrical outlets in your home. When there's a power failure in your neighborhood, ISDN sets must obtain power from internal backup batteries or some other source in order to function.

What can I do with ISDN?

ISDN's technical features can be combined to create hundreds of applications that can't be performed over a single phone line today. This

section describes just a few of them. The ability of ISDN to carry multiple voice or data conversations at the same time over one line makes these applications possible.

Point of Sale ISDN allows the small business to rapidly authorize credit card purchases while answering calls from other customers. A typical point- of-sale arrangement connects the merchant’s ISDN voice set and "card- swipe" machine to a single ISDN line. When the "card-swipe" machine reads a credit card number and the purchase amount, ISDN accesses the packet data network containing the computer that stores credit card balances. This computer verifies that the buyer has sufficient credit for the purchase, and sends an "OK" back through the packet network to the merchant’s card swipe (ISDN) terminal. With ISDN, the entire verification usually takes 5-6 seconds, compared to about 20 seconds over an analog phone line.

Two Simultaneous Calls on 1 Line In many homes and small businesses, one person can make/take so many calls that others in the home or office have long waits to use the phone. Consequently, families who want to avoid missing calls when a talkative teenager is on the phone must buy an additional "teenage" phone line to meet that need. ISDN’s multi-channel structure allows flexibility of additional telephone numbers and appearances, all over a single ISDN line.

Video Phone This application takes advantage of the data capacity of ISDN and the technology in video phone sets to let you see, and be seen by, the person you’re talking to. Special ISDN sets are required for this service.

Distance Learning This application is fairly similar to video phone. A course instructor buys ISDN equipment that will broadcast a classroom image on one channel and his/her voice on the other. Students in the course just need equipment that will display classroom pictures on one channel and the instructor’s voice on the other.

Screen Sharing Business associates in two distant locations often need to look at the same object while discussing it. The "object" is anything that can be displayed on a computer screen - a business letter, a product diagram, or a spreadsheet. Some vendors offer screen-sharing applications that allow people to both see and edit the information on each other’s computer screen.

Videoconferencing Videoconferencing allows two or more people to hold a business meeting in which all parties can speak with each other, view each other and share the contents of their computer screens. Each meeting participant needs a single ISDN line and videoconferencing equipment. Videoconferencing can be considered a combination of video phone and screen sharing in which more than two parties participate.

Work-at-Home

In some areas, new anti-pollution laws require large companies to reduce the number of days workers must drive to the office. Many companies either supply or plan to supply employees with PCs that enable them to work at home. Before ISDN, an employee who was working at home had to buy a second line to send data between their PC and the company’s main computer. ISDN eliminates the need for that second line. Employees can use one channel for normal calls and a second channel to connect their PC to the company computer. (ISDN-compatible access will need to be provided by the Employer) The manufacturers for most of the ISDN central office

equipment used in the United States deliver new ISDN features every year. In many cases, they will deliver most features in the same time frame. However, one manufacturer may deliver a few features ahead of the others. Just as with pre-ISDN services, availability of ISDN services may vary somewhat from one Central Office area to another.

Arranging Your ISDN Service

There are a number of decisions you need to answer before ordering ISDN service from your local telephone company. The following briefly discusses those decisions - in the order that you should make them - to simplify your ordering process. Is ISDN available at my location? Your local telephone company can tell you whether ISDN is offered in your neighborhood and what the monthly charge will be. Prior to the purchase of any ISDN equipment you should verify with your local ISDN representative that ISDN can be provided to your location -- and investigate the cost for the service. If your local central office is not scheduled to have ISDN for a while, it may be possible to obtain ISDN service from a nearby switch, called foreign central office (FCO) or foreign exchange (FX) in the meantime. If you are considering ISDN via FCO or FX, there is an additional charge for this service. In some cases, the nearest ISDN service may be in an FX office that is outside your local calling area. Before subscribing to FX ISDN access, please make sure your service provider advises you whether or not your local versus long-distance calling area will be affected by the foreign exchange ISDN line.

What Do I Want ISDN To Do For Me?

Deciding which ISDN application you want will simplify your other decisions. Even if all you want now is just the ability to have two (2) simultaneous calls over one (1) line, and investigate other applications later, that decision will simplify the others you need to make.

What will my ISDN service cost?

Your local telephone company can tell you what ISDN service will cost in your area.

Will ISDN Be My Only Phone Line?

An ISDN line can serve as the only phone line to your home and business - if you have a backup power supply (e.g., batteries in the set) to power your set and the NT1 in the event of a power failure. As mentioned earlier, standard phone sets receive power from central office generators over your phone line - and that’s why they work during local power failures. ISDN sets won’t work in power failures unless you have some type of backup power source. Based on what ISDN terminal equipment you select, you may want to keep your existing analog line and add ISDN for specific purposes that cannot be accommodated by your present line (e.g., higher data speeds, etc.)

What Set Should I Buy?

If you plan to use ISDN for a specialized application like point-of-sale, videoconferencing or work-at-home, you will need an ISDN set designed for that application. Your local sales representative for your telephone company can provide you a list of vendors of ISDN terminal equipment that have identified themselves to-date. After you have talked with several vendors and manufactures concerning the choices available to support your application, compare your options like you compare regular or

cellular phones - on price, convenience, durability and features.

The Most Critical Technical Question:

"Will this set work properly with all ISDN switches?"

If the answer is "no," this set may only work with the central office switch that serves your area. If you move, or later give the phone to a relative when you upgrade, the phone may not work in its new area.

Standard Voice Sets or other ’analog’ equipment Since ISDN access is not available in all areas at present, if you are not keeping an analog line, you may want to investigate ISDN terminal equipment that allow you to continue to use your existing (analog) equipment (e.g., standard voice sets, modems, etc.). This will insure that you will still have access to all data-destinations that you currently call today even if they are not able to access an ISDN data-call. Analog devices require an ISDN terminal adapter to convert the analog signaling commands the device makes into the signaling commands your ISDN switch understands. You will need to ask your ISDN terminal vendor what equipment they have that can support your existing (analog) equipment.

PC Terminal Adapters If you plan to use your ISDN to connect your PC to a large computer, a local area network (LAN), or an on-line database service like Prodigy, you can connect your line to an ISDN card installed in the PC, an ISDN terminal adapter built into the PC (if available) AN EXTERNAL ISDN TERMINAL ADAPTER CONNECTED TO YOUR PC

Will I Need To Wire My Home/Shop for ISDN?

Just as you had to wire your home to get cable TV or wire your car to get cellular phone service, you may have to change, or add to, the wiring inside your home for ISDN.

Completing the Order for ISDN From Your Phone Company Once you’ve decided on your application, your set and your wiring, you can complete your order for ISDN service from your local phone company.

Obtaining SPIDs ISDN central offices require each ISDN set to have a unique identification number, called a Service Profile Identifier (SPID), before the switch will let you make or take calls from that set. When you order your service, the telephone company will give you a SPID for each ISDN set you plan to connect. The instruction manual provided by the manufacturer of your set should describe how to enter the SPID. You should carefully file or store your SPID number where you can refer to it in cases of an ISDN trouble. The SPID will be helpful to telephone repair personnel on those infrequent occasions when you have an ISDN service problem.

Initializing ISDN Sets

The Basic Steps After your local telephone company puts your line in service, you’ll need to plug in your ISDN equipment and initialize it. All ISDN sets, PCs, fax machines, etc., must have unique SPIDs and must be initialized. Consult the instruction manual for your equipment on how to enter SPIDs and then initialize the equipment. If this information is not in the manual, call the technical support number provided by the manufacturer of your ISDN device.

A Final Word

Like the personal computer, ISDN gives you new and improved capabilities at an attractive price. And like personal computers, it requires a little thought and research before you buy the set and order the services that will meet your needs. However, if you consider the issues raised in this pamphlet, your first experience with ISDN can be a more pleasant and productive one.

Some Basic ISDN Terms

Channel:
A channel is a communication path that can carry a voice or data conversation. ISDN Individual Line has multiple channels [a maximum of two (2) "B"s and one (1) "D".]

B Channel:
This is an ISDN communication channel that bears or carries voice, circuit or packet conversations

D Channel:
This is an ISDN communication channel used for sending information between the ISDN equipment and the ISDN central office switch. This channel can also carry "user" packet data at rates up to 9.6 Kilo-bits.

Call type:
ISDN supports three types of calls: circuit switched voice, circuit switched data and packet switched data.

Circuit Switched Data:
A conversation between two devices (usually computers) where the devices have total use of the channel connecting them.

B or D Packet mode data:
In this type of conversation between two devices (usually computers), each device’s "dialogue" is broken into small chunks called packets before being sent to the receiver. Unlike voice and circuit switched data calls, one communication channel can carry several packet conversations at the same time.

SPID:
The ISDN switch needs to have a unique identification number for each ISDN set to which it sends calls and signals. This ID is called a Service Profile Identifier or SPID.

NT1:
The NT1 (network termination 1) is a device (installed with your ISDN wiring) that marks the border between your phone line from the telephone company and the ISDN wiring inside your home. Your ISDN service will not work if the NT1’s plug is not connected to a working electrical outlet.

ISDN - Individual Line Service

Southern Bell
Data Customer Support Center
1950 West Exchange Place
Suite 500
Tucker, GA 30084

To place an order: 800-858-9413
404-496-2700
For technical support:800-256-6923
404-496-2901

Equipment Manufacturers

The manufacturers listed below offer ISDN equipment with specifications that respond to a broad range of ISDN applications. It is not a complete list, however. New products are continuously introduced, and equipment from companies not listed here may work equally well. This information has been compiled from a range of sources, including Solutions ’94, the North American ISDN User’s Forum catalog of ISDN applications and solutions.

Many but not all products from these manufacturers have been tested in various Bell Market Applications Labs to ascertain that they work satisfactorily with the applications listed. This list does not imply an endorsement of these products, although as part of our joint-marketing program, many can be leased or purchased through certain Bell facilities.

Manufacturers’ telephone numbers are correct to the best of our knowledge. For more information, contact your Bell Service Account team.

Other non-ISDN equipment and software is also needed, of course, to implement the applications shown in the following pages. This includes PCs, workstations, computers and file servers, LANs and LAN-access hardware, video and/or sound equipment and the like. Manufacturers of these products are not listed here.

A full range of equipment and lines, as well as installation and applications assistance is also offered by many Pacific Bell-authorized sales agents, as well as Value-Added Resellers authorized by both Pacific Bell, manufacturers and others.

NT1s and Power Supplies

An NT1 and a power supply are required for every ISDN line. Although these devices are sometimes built into other ISDN products, especially telephones, the following vendors make standalone systems.

Adtran, 800-788-5408, 415-697-2848, 205-971-8000
AT&T Distributor: Volt, 800-566-8658
Siemens Stromberg-Carlson, 407-995-3037
Tone Commander Systems, 800-524-0024

Terminal Adapters

ISDN applications require a terminal adapter, although this function may also be built in to other equipment. The companies below make terminal adapters that support both voice and data calls for modem replacement, remote access to a LAN, telecommuting , BBS access, groupware, large file transfers, etc. Some units include an integrated ISDN phone, others include a jack to plug an ordinary analog telephone (or fax, or modem, or answering machine) into them.

Adtran, 800-788-5408, 415-697-2848, 205-971-8000

AT&T Distributor: Volt, 800-566-8658
Controlware Communications Systems, Inc., 908-919-0400
Fujitsu ISDN Division, 800-228-ISDN (4736)
Gandalf Systems Corp., 609-424-9400
Hayes Microcomputer Prods., Inc., 415-974-5544, 404-441-1617
Integral Communications, Inc., 800-ICI-8234
ISCOM, Inc., 301-779-1368
Motorola UDS, 510-734-8820, 714-285-0824, 205-430-8902
Newbridge Networks Inc., 201-818-2766
Northern Telecom Inc., 800-992-2303, 919-255-8946
Racal-Datacom, Inc., 305-846-6762
TelePower, 818-587-5540
XAN Communications, Inc., 315-787-8183

Personal Computer Cards

These cards most often install in the personal computer or workstation and adapt it for communications with the ISDN network.

AT&T Distributor: Volt, 800-566-8658
Connective Strategies, Inc., 703-802-0023
CoSystems, Inc., 408-748-2190
DGM&S, Inc., 609-866-1212
Digiboard, 800-344-4273
Eicon Technology Corp., 514-631-2592
EuRoNis, +33-142334098, Paris
Extension Technology Corp., 415-390-8130, 508-872-7748
Fujitsu ISDN Division, 800-228-ISDN (4736)
Hayes Microcomputer Prods., Inc., 415-974-5544, 404-441-1617
Hewlett-Packard, 800-637-7740
IBM Corp., 800-IBM-CALL, 919-254-0434, 507-253-7294
ISCOM, Inc., 301-779-1368
ISDN Systems Corp., 703-883-0933
Link Technology, Inc. 215-357-3354
Mitel Corp., 613-592-2122
Motorola UDS, 510-734-8820, 714-285-0824, 205-430-8902
MPR Teltech Ltd., 604-293-6047
NCR Network Products Division 612-638-7685, 612-638-7828
OST, Inc., 403-817-0400 ˆ†Silicon Graphics, 415-390-2522
Sun Microsystems Computer Corp., 415-336-4433

ISDN Telephones

These phones link directly to ISDN. Many have the required NT1 and power supply built it, and some even incorporate jacks to accommodate faxes, answering machines and other devices.

AT&T Distributor: Volt, 800-566-8658
Cartelco, Inc. 901-365-7774
Fujitsu ISDN Division, 800-228-ISDN (4736)
Lodestar Technology, Inc., 800-378-6316
Motorola UDS, 510-734-8820, 714-285-0824, 205-430-8902
Northern Telecom Inc., 800-992-2303, 919-255-8946
Siemens Stromberg-Carlson, 407-955-3037
Telrad Communications, 516-921-8300

ISDN LAN Bridges

Products from these manufacturers let PCs connect from a remote location to a LAN or host computer, but do not include a voice capability. Most of the voice/data terminal adapters listed above will also provide dial-up access to a LAN or host.

AT&T Distributor: Volt, 800-566-8658
Combinet, Inc. 408-522-9020
Develcon Electronics Limited, 306-933-3300
Digiboard, 800-344-4273
Gandalf Systems Corp., 609-424-9400
ISCOM, Inc., 301-779-1368

Communications Servers, Routers, Bridges

LAN-to-LAN connectivity equipment to link one LAN to another, with dialed connections over ISDN made on demand.

Advanced Computer Communications, 408-864-0600
Ascend Communications, Inc., 510-769-6001
AT&T Distributor: Volt, 800-566-8658
Cisco Systems, Inc., 415-326-1981
Connective Strategies, Inc., 703-802-0023
Digiboard, 800-344-4273
Engage Communications, Inc., 408-688-1021
Gandalf Systems Corp., 609-424-9400
Hewlett-Packard, 800-637-7740
IBM Corp., 800-IBM-CALL, 919-254-0434, 507-253-7294
International Transware, Inc. 800-999-6387
ISDN Systems Corp., 703-883-0933
MPR Teltech Ltd., 604-293-6047
NCR Network Products Division 612-638-7685, 612-638-7828
NEC (Dr. Bond), 800-222-4NEC
Network Express, 800-553-4333
OST, Inc., 403-817-0400
Racal-Datacom, Inc., 305-846-6762
Rockwell Network Systems, 800-262-8023

Inverse Multiplexers, Multiplexers and Communications Servers

Equipment to connect one LAN to another, with dialed connections over ISDN on demand. Also automatic back-up equipment which dials one or more ISDN lines to handle emergency outages or data overflow on a private-line network.

Ascend Communications, Inc., 510-769-6001
AT&T Distributor: Volt, 800-566-8658
Controlware Communications Systems, Inc., 908-919-0400
Newbridge Networks Inc., 201-818-2766
Primary Rate Inc., 800-950-ISDN
Promptus Communications, Inc., 401-683-6100
TyLink Corp., 508-285-0033

Video Conferencing and Videophones

The following companies make videoconferencing codecs, room and desktop video sets, as well as other specialized equipment for video

transmission.

AT&T Distributor: Volt, 800-566-8658
BT Visual Images, 800-778-6288
Compression Labs, Inc., 408-428-6759
Hitachi America, 404-242-1410
Intel Corporation, 800-538-3373
ISCOM, Inc., 301-779-1368
Northern Telecom Inc., 800-992-2303, 919-255-8946
PictureTel, 800-742-8351
Vitel, 800-856-8835

> FRANKIE'S CORNER STR Feature

THE KIDS' COMPUTING CORNER

Hometime Weekend Home Projects

CD-ROM for Windows 3.1
approximate retail $40
from IVI Publishing
7500 Flying Cloud Drive
Minneapolis, MN 55344-3739
1-800-754-1484

Program Requirements

CPU:	486SX-25
RAM:	8 megs
Video:	SVGA
Hdisk:	1.2 megs
CD-ROM:	Double-speed
OS:	Windows 3.1
Misc:	sound card, mouse

by Frank Sereno

"Hometime Weekend Home Projects" is intended to help the home weekend warrior to improve his living environment. This multimedia educational program mixes QuickTime videos culled from the Hometime television show with instructional text and a calculator which helps the user create an accurate shopping list for his next project.

"Weekend Home Projects" has a very friendly and intuitive interface. Simply use the mouse to start a video on the subject of your choice. The user can then choose to watch more videos, read related text, calculate project supplies and equipment or move to a new subject by clicking on the corresponding icon. The video can be advanced, paused or reversed by clicking on icons resembling the controls of a VCR. The program also includes a help video featuring Hometime host Dean Johnson in which he explains all the different aspects of the interface.

Twelve project categories are covered in "Weekend Home Projects." These

are ceramic tile, plumbing, framing, power tools, windows and doors, wiring, cabinets, wallpaper, flooring, painting and staining, drywall and decks. A lot of suitable topics weren't covered such as roofing, insulation, pouring concrete walks or driveway, etc. Perhaps these will be covered in an additional title.

The main flaw in this program is that on some topics it simply doesn't provide enough information for a beginning rehabber to accomplish that task. The videos are really too short to convey all the information needed. The user must rely heavily on the text portion of the program. That text can be printed out but it will not include the illustrations which are shown on the computer. This is a terrible omission considering the advent of laser and ink-jet printers which can print the illustrations very competently. I doubt many people want to drag their desktop computers or an expensive laptop to a project site to view the illustrations which can be very critical if someone is doing wiring work.

The calculator could use improvement as well. It only accepts measurements in inches and has a limit of 999 for an input measurement. If you are doing a large project, such as painting the exterior of your home, you will have to do several calculations to get the proper shopping list. The list of needed tools provided by the calculator is quite excellent.

Overall, this is a nice program with an excellent interface. In my opinion, the program lacks enough information on several projects for beginning rehabbers, but it is excellent for the moderately-experienced handyman (or handywowan). "Weekend Home Projects" is easy to use and it is very entertaining.

> STR Mail Call "...a place for our readers to be heard"
  """""""""""""

STReport's MAILBAG

Messages * NOT EDITED * for content

A voice from the past brings some very fond memories back...

#5 19-JUN-1995 16:23:52.88
MAIL
From: IN%"john_townsend@taligent.com" "John Townsend"
To: IN%"RMARIANO@delphi.com" "Ralph Mariano"
CC:
Subj: Howdy!

Return-path: <john_townsend@taligent.com>
Received: from mailserv.taligent.com by delphi.com (PMDF V4.3-9 #10880)
 id <01HRWADHVD28988U5K@delphi.com>; Mon, 19 Jun 1995 16:23:49 -0400 (EDT)
Received: from qm.taligent.com by mailserv.taligent.com (AIX 3.2/UCB

5.64/4.03)
id AA26545; Mon, 19 Jun 1995 13:23:43 -0700
Date: Mon, 19 Jun 1995 13:23:09 -0800
From: John Townsend <john_townsend@taligent.com>
Subject: Howdy!
To: Ralph Mariano <RMARIANO@delphi.com>
Message-id: <n1408554297.84381@taligent.com>
X-Mailer: Mail*Link SMTP-QM 3.0.2
Content-transfer-encoding: 7BIT

Hi Ralph!

Just wanted to drop you a line and congratulate you on the move to the web with the new STReport site. It looks great and its really nice to be able to get even easier access to the magazine through the web!

I hope everything is going well for you and the rest of your team. Say hello to everyone for me.

-- John Townsend

John!!

Happy Fourth to you and Ken! (Give my regards to Ken.) Good to hear from you again. Everytime I do hear from you brings back fond memories of the "old days". Gotta admit we all had fun.

I put this note in the issue because its the fastest and best way to convey your "hello" to everyone. Almost all the old timers will see it. The STR Team is doing dandy. I wish you the very best and please, do stay in touch.

Ralph...

Ps; Now, all we need is for Dave Small to pop in for a quick hello. Hey Dave!! How you and da family iz??

""

A T T E N T I O N -- A T T E N T I O N -- A T T E N T I O N

FARGO PRIMERA PRO COLOR PRINTERS - 600DPI

For a limited time only; If you wish to have a FREE sample printout sent to you that demonstrates FARGO Primera & Primera Pro SUPERIOR QUALITY 600dpi 24 bit Photo Realistic Color Output, please send a Self Addressed Stamped Envelope [SASE] (business sized envelope please) to:

STReport’s Fargo Printout Offer
P.O. Box 6672
Jacksonville, Florida 32205-6155

Folks, the FARGO Primera Pro has GOT to be the best yet. Its far superior to the newest of Color Laser Printers selling for more than three times as much. Its said that ONE Picture is worth a thousand words. Send for this sample now. Guaranteed you will be amazed at the superb quality. (please, allow at least a one week turn-around)

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MAC/APPLE SECTION (II)
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John Deegan, Editor (Temp)

> APPLE Email STR InfoFile
  """"""""""""""""""""""""""

Apple Acquires E-Mail Software

Apple Computer Inc. says it has acquired MailShare, a Macintosh electronic mail server software package designed for managing messages on the Internet.

The Cupertino, California- based company says it has renamed the product Apple Internet Mail Server and will continue to make the software available as freeware. The product can be downloaded from the World Wide Web at http://abs.apple.com/products/m ailserver.html. The software, acquired from developer Glenn Anderson, supports the Simple Mail Transport Protocol (SMTP) and Post Office Protocol version 3 (POP3), two mainstream standards for Internet e-mail. The product allows users to send and receive e-mail over the Internet from any personal computer that supports the SMTP and POP3 standards.

"Our acquisition of the MailShare technology provides us with one more tool in our ongoing effort to make the Internet easy to use," says Doug McLean, director of Apple’s CyberTech Products group. "Apple intends to leverage the technology in its Internet server products, such as the Apple Internet Server Solution for the World Wide Web, and in its existing e-mail products, PowerTalk and PowerShare."

Apple also notes that software developer Anderson will join Apple as a software engineer. "We are excited that Glenn is moving from his Dunedin, New Zealand, home to join the Apple development team here in Cupertino. We expect he will be a great asset to our ongoing Internet software development efforts," says McLean.

As is the nature of freeware software, Apple doesn’t plan to provide support for the freeware version. Over time, Apple intends to commercialize the Apple Internet Mail Server by further enhancing the product’s features and providing technical support.

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ATARI/JAG SECTION (III)

Dana Jacobson, Editor

> From the Atari Editor's Desk "Saying it like it is!"

The dominant news these days continues to be the attempt of government to regulate what can and cannot be viewed on the Internet. Specifically, the message is that if it's obscene, keep it off or pay the price.

From the few feedback messages that I received regarding last week's editorial, most agreed with me that it should be an individual's choice; and that the parents should have the ability to either screen what might be objectionable, monitor their children's online activity, or have software capabilities to lock out areas within the Internet that contain the objectionable topics.

I realize that it's not an easy task to monitor your children's online activity. But, there should be an attempt. I also feel that online services such as CompuServe, America On-Line, etc. should do their part to make sure that [true] pornography (i.e. child pornography) should not be tolerated and removed, when found. The other alternative, which is starting to see the light of day, are programs which will allow users to lock out the objectionable areas. An example of one such program is discussed below in one of our industry news clips.

This is just one example of allowing the industry the opportunity to monitor itself, as it should. There's no need for politicians to get involved. Cyberspace is still a relatively new entity, and a growing one. Let it grow and develop naturally - it'll take care of itself soon enough.

Now onto my usual holiday public service soapbox. The July 4th holiday weekend is rapidly approaching. This is one of the most busiest times of the year for vacationers and other road travelers. Please, be careful out there on the highways. Do NOT drink and drive! Also, if you're using fireworks, do so safely. There are hundreds of careless accidents each year which can lead to serious injuries. Have a safe and enjoyable holiday!

Until next time...

> Flash II! STR NewsFile! - Flash II 2.23 Now Shipping!
  """"""""""""""""""""""""""

FLASH II V 2.23 SHIPS!!

Now shipping version 2.23!

FROM: MISSIONWARE SOFTWARE
354 N. Winston Drive
Palatine, Illinois 60067-4132
United States of America
phone 708-359-9565

Missionware Software is pleased to announce the release of version 2.23 of Flash II. This is our sixth update. Flash II originally went up for sale in April of 1992. Version 2.23 fixes a number of problems discovered by our customers and beta testers over the past few months. (See the end of this file for details.) We’ve added a number of enhancements as well! If you already own a version of Flash II just download the file F223UP.LZH and use it to patch your current version.

Flash II is the update to the most popular Atari ST telecommunications program ever! It’s available exclusively from Missionware Software and at an affordable price! Flash II is completely rewritten by Paul Nicholls of Clayfield, Australia. But don’t let that fool you! Flash II has the same look and feel as previous versions of Flash...plus a slew of new features to boot! And it’s just as easy and fast to use for the telecommunications beginner or pro!

The new features of Version 2.23 include:

* Fully Falcon030 compatible!

* Enhanced DEC VT Terminal emulations including the ability to swap the functions of the Delete and Backspace keys for conformance to standard DEC terminals.

* Enhanced ANSI terminal and graphics.

* History buffer is now included for Type Ahead editor.

* Full support for all Atari serial ports on TT030 and MegaSTe as well as baud rates up to 153600.

* Terminal mode now displays either the real time clock or a timer. When the timer is displayed, it now runs all the time.

* Search-Next mode added in editor. Control-F9 keystrokes can be used for this new function.

* Enhanced DO scripting language, including:

  PORT: Selects the port to be used.
  CLOCK: Selects Clock display in terminal mode.

```
   TIMER:      Selects Timer display in terminal mode.
   DBPATH:     Sets path for Block file operations.
   KERMIT:     Selects various Kermit transfer options.
   BREAK:      Sends a BREAK during script operations
```

Naturally, all of your old favorite Flash II features are still available:
---

* DO script files compatible with older versions of Flash!

* All macros use the familiar Flash DO script format!

* Easily setup the parameters for each BBS you call...this includes everything from ASCII upload/download options to baud rate!

* You can program up to 20 individual and separate macros for each BBS plus an additional 10 global macros !

* Displays RLE & GIF pictures either on or off line! You can also save or load these pictures for later review!

* Supports the following terminal types: TTY, VIDTEX, VT52, ANSI, VT100, VT101, VT102, VT200, VT300 & PRESTEL.

* Includes full support for RTS/CTS. This mode can now be turned on and off by the user.

* Includes Automatic Answer mode!

* Includes Auto Boards mode - Preselect the board(s) you wish to dial and when Flash II is launched either manually from the desktop by you, or automatically by some other program launcher, Flash II will wake up and dial the board(s) you've got selected. It will also wait for the proper time to dial these boards.

* Includes full featured GEM text editor with: merge, block commands, cut & paste, search & replace, paragraph reformating; user tab settings, page width, full keyboard cursor and delete control and more!

* Supports the ST, IBM and DEC character sets, including IBM/ANSI graphics characters!

* Includes Silent Line for background file transfers!

* Supports the following upload/download protocols: ASCII, Xmodem, Ymodem, Ymodem-G, Zmodem, Modem7, WXmodem, CIS B, Kermit and SEAlink! And all of these protocols are built into the program...no external modules required!!!

* Zmodem supports the selection of AutoStart and Streaming options. If you prefer to use an external Zmodem protocol with Flash II, you can now force Flash II's Zmodem autostart mode to off. For BBS' that don't support "streaming", this too can now be turned off.

* Logs all on line time and calculates your approximate costs for you!

* New version written in assembler! Fast!

* Runs on all ST, STe, TT030 and Falcon computers!

* Supports "Install Application". You can create a DO script that can be used to launch Flash II from the desktop and force it to dial up and go online for you, all automatically!

* Both the Terminal and Editor have been enhanced significantly for both speed and ease of use. You'll be amazed at how fast the new Flash II is!

Changes from Flash 2.22 to Flash 2.23...

+ Color Problems Resolved With SpeedoGDOS 5.0c

+ VT200/VT300 Consecutive Control Codes

+ Crashing After Using Block Delete

+ Menu - Download Option - If you selected a file that exists, an alert popped up and when you clicked on "No" the filename wasn't erased from the download entry.

+ Terminal ALT-W fixed.

+ ANSI Reverse Text In Terminal now works properly

+ "Let 'em Fly" Now Works Properly With Flash II

+ Odd Or Even Parity On SCC Ports automatically selected.

Missionware Software's upgrade policy remains the same for the new Version 2.23! We will continue to upgrade any old version of Flash! (c) Antic Software) for just $30 US, plus $4 shipping and handling (US and Canada), $8 worldwide. Or, you can purchase Flash II, version 2.23 outright, for only $49.95 US plus the shipping and handling charges applicable to your area. To order, or for more information, contact:

Missionware Software
354 N. Winston Drive
Palatine, IL 60067-4132
United States of America

phone 708-359-9565

> DUftp! STR InfoFile! - DUftp FTP Client for GEM Available!
  """"""""""""""""""""""

Uploaded to:
micros.hensa.ac.uk
ftp.uni-kl.de
ftp.cnam.fr

DUftp
=====

What is DUftp?

DUftp is a GEM based FTP (File Transfer Protocol) program for use with MiNT and the MiNT-net networking drivers. You can use DUftp under MultiTOS, or just under plain GEM, as it uses non of the MultiTOS AES extensions. You can use DUftp to fetch files from any FTP server on the Internet (or any other TCP/IP based network). This was inspired by Rapid Filer on the PC, which provides a very simple way of transferring files (although Rapid filer does a lot more than DUftp, as it's very like Kobold in the way it speeds up disc access).

Why Should I Use DUftp?

Well, the standard FTP for MiNT-net is a text based Unix port, and although it works well, it looks a bit naff. DUftp is loads easier to use. As well as the just transferring files you get the following extras:

- Web-browser style bookmarks for fast access to your fave sites.
- Automatic logins.
- Full modern GEM interface (windowed dialogs all round).
- Runs under MultiTOS or plain GEM.
- Drag & Drop style file transfer.
- Multiple connections at the same time (under MultiTOS).
- Abuse from unix fans for being a pussy and wimping it.
- Fast, reliable transfers (code based on the BSD Unix ftp).
- Envy from PC users who have to pay for this sort of thing.
- AES 4.1 iconify support.
- Pretty colour icons.
- No command lines to fart around with.
- Integrated with DIP to handle your dial-up SLIP connection for you (simple Connect/Disconnect menu options).
- Only uses 200K when running.
- Context sensitive help.

(C)1995, Data Uncertain Software

Credits

Written by Craig Graham of Data Uncertain Software.
GUI done with Interface2, coded using Lattice C 5.52, all on a falcon030 4/32Mhz. Thanks go to the following people:

- Steve Sowerby for the initial work porting the MiNT-net libraries to Lattice C.
- Chris Ridd for the MiNTLIBpl46 port to Lattice.
- Kay Roemer for MiNT-net.
- All the folks who do beta testing for me (DUftp & CLA).

Craig.

```
 __                          _
 | \        | |              / | Watch this space - something wonderful
 |_/ A T A  \/| N C E R T A I N  /   is happening on 'Distant Earth' ?
-------------------------------- o
----------------------------------------
```

Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

> Atari User Groups! STR NewsFile! - Calling All User Groups!
  """"""""""""""""""""""""""""""""""""

JUNE 1995: This is a effort to list all known active Atari users Groups and BBSes. The last list was around Oct 1993, and includes info mostly from Atari User and Atari Classics magazines. Is assumed to be out of date. Please fill out and return via email or regular mail. Also, pass this around as we need as much information as possible. Save a copy for future changes.

SOAPBOX:The Atari market and active User base is shrinking. Many people are isolated, many have been lost. The available users must support the User Groups, BBSes, Vendors, Magazines, and Online Services to the fullest extent possible. Compuserve, Genie, and Delphi all have weekly conferences at the lowest prices ever. We must let people know support is still available. Only in doing this will Atari support and the end user survive.

The results of this survey will be posted to online services as a list and possibly as a file for importing into databases. Updates will be posted as needed. Please include 8 bit, ST/TT/Falcon, Games systems, Lynx, Jaguar, Portfolio, etc.

Atari Computers User Group and BBS Information Survey

```
General:                                    New/Update:
Group Name:                                 Acronym:
Systems Supported:                          Year Started:
Online Contact:                             Online Address:
Mail Contact:                               Phone:
Address:
City:                               ST:      ZIP:       Country:
```

Would you share your member list for future mass mailings(Y/N):

```
Newsletter:
   Name:
   Frequency:                       Disk/Paper/Electronic:
   Contact:                              Phone:
   Address:
   City:                               ST:      ZIP:       Country:
   Notes:
   Would you be interested in contributing/subscribing to a national
    or global Atari Support newsletter (details)?

Memberships:
   Yearly Dues:                    Prorated:(Y/N)
   Number of members (by System):
   Contact:                              Phone:
   Address:
   City:                               ST:      ZIP:       Country:
   Notes:

Meetings:
     Name               Day/Time                      Location
     ----               --------                      --------
```

1)
2)
3)
4)
5)
Contact:
Address:
City: ST: ZIP: Country:
Notes:

Libraries:

System	Size	Avail by Mail	Cost
1)			
2)			
3)			
4)			
5)			

Contact:
Address:
City: ST: ZIP: Country:
Notes:

BBS:
Name: phone 1:
System on: Size/Storage: Phone 2:
Systems Supported: Phone 3:
Baud Rates: 3/12/24/48/96/14.4+ Hours: Fee:
Members only: Run by User Group(Y/N):
Sysop:
Address:
City: ST: ZIP: Country:
Notes:

COMMENTS and other Info:(Events, Dealers, etc.):

(Use a word processor to add things. If you need a separate contact for each meeting or library, then replicate those lines.)

Please fill out and send via email to:

Rick Detlefsen Compuserve:74766,1561
Genie:R.DETLEFSEN
Internet:74766.1561@compuserve.com

Or by Mail: USER GROUP SURVEY
C/O RICK DETLEFSEN
8207 BRIARWOOD LANE
AUSTIN, TX 78757-7642

Please pass along to other User Groups. Also, pass along to all known BBSes, so that the BBS list can also be updated. I'd like a copy of a newsletter if available. I'd appreciate volunteers that could be responsible for getting information in a state/province/region.

Send 8 bit vendor info to Michael Current at: mcurrent@carleton.edu.

I do not have a contact for ST or other vendors lists.

Thank you very much, Rick Detlefsen.

> Homa Systems House! STR InfoFile! - Homa Announces New Atari CD!
  """"""""""""""""""""""""""""""""""""

New Atari CD!

Homa Systems House is proud to announce a New product, the ATARI CD MASTER (ACM). ACM is a an authoring system for a number of DOS/WINDOWS popular CD ROMS. ACM has the following features:

- easy user interface, fully multitasking in a window
- pictures are viewable on 2, 16 color, 256 color modes, including graphics cards and the Falcon
- Powerful search features, with "narrow down" option. On TIME almanac, you can search the whole CD for a particular key word(s)
- Up to 4 text windows open, with one picture window
- Save, print, ...

The following CDs are supported so far:

1- TIME ALMANAC OF the 1990s. This CD contains all the TIME magazine articles from Jan 1 1989 to May 4 1994, will all the pictures. It also has the TIME MAN OF THE YEAR, the CIA FACT BOOK (tons of data/picture on various countries (>150), organizations, world statistics), MAPS, Almanac charts and articles. View portrait profiles on 12 major persons and events of the 20th century, highlights of each decade and all the presidential elections, and more! This is a great encyclopedia of world events. With ACM, you can access all the data files, pictures on any ST with monochrome graphics, or on VGA 16 color or 256 colors (TT, Falcon, graphics cards) up to 1280x1024, save and/or print them. You can also do a thorough search on all the articles/ pictures, and/or narrow down your selection to reach to your desired information.

2- TIME ALMANAC, REFERENCE EDITION, This CD is very similar to the 1990s, except it only has the articles up to the end of 1993; however, it has the complete TIME MAN OF THE YEAR, from year 1927 to 1993, plus hundreds of other text and graphics.

3- UFO (I or II): This is an exciting CD with over 1300 articles, many of them with amazing graphics describing UFO events from prehistoric times to the present.

4- Space Missions: This CD contains over 1600 articles, with over 700 with astounding pictures on all the space missions form all over the world (USSR, USA, CHINA, England, ...)

5- Audio CD Master v4, "NOW IN 3D" which is the ultimate Audio CD player on the ATARIs. With this program (or accessory), you can play Audio CDs in the background of any application using any SCSI CD ROM, even the popular NEC 25, which no other player supports. It requires -> no <- other drivers (i.e., metados, extendos). Version 4 has lots of new

features/enhancements, 3D buttons.

Audio CD Master offers the following:

Play, stop, pause, resume, FF, REW, eject, track. skip options.
Track options allow you to specify a range of tracks, i.e., from 2-11, or play a single track, or play programmable tracks. You can assign up to 16 tracks to play, and also save them, so the next time you insert the CD, the program automatically asks you whether you want to play the previously saved sequences. You can play anywhere within a track, i.e., track 4, minute 3, and second 11, for ultimate control eg: for musicians. Displays the track names (by their name of the albums/and tracks) for the current CD, and also you can select tracks by their names (if you have a lot of CDs, you don't need to memorize all the track numbers anymore). Works as a program or accessory, with any resolution above 640x400. It is also multitasking. Has an alternate window (a much smaller one) with all the main buttons (play, resume, pause, stop,track, rew, ff,...) in order to have instant access from within any program, and avoid cluttering.

ATARI TT, Falcon, ST (with ICD) is required.
Atari CD MASTER will have new drivers added to it periodically, for a nominal fee. Pricing is as follows:

ATARI CD MASTER, complete 4 pack for only ..... 39.95 US$
Upgrade for Audio CD Master(v3) owners ..... 25.00 US$

Upgrades can be done by sending your disk directly to Homa Systems House or It's All Relative. We can also supply you the CDs for $15 for Time Almanac and UFO. The price of Space missions is not yet known, but will be around the same figure. As mentioned previously, you can expect more CDs to be added to the list (we are working really fast, there are two more CDs in the works, estimated release time, two weeks).

At Homa Systems House, we are dedicated to bring you quality software and hardware. If you want to be on our mailing list, please send your name and address to one of the following:

Homa Systems House
P.O.BOX 52127
OTTAWA, ON K1N 5S0
CANADA
TEL: (613) 722-0901
FAX: (613) 722-9061
EMAIL:
genie: NIMA
internet: aa414@freenet.carleton.ca

You can expect to see ATARI CD MASTER on your friendly dealer's shelf, or directly from us. We accept Visa/MC, or money order, or cheque for methods of payment. 3% surcharge on credit cards.

ADDENDUM,
A NEW DRIVER FOR A CD IS DUE OUT BY THE END OF JUNE, 1995. THE CD IS CALLED "1995 INTERNATIONAL AUTO ALMANAC". Interactive graphics and text (specs, ...) about all the 1994/1995 cars.
--

/\/\ Nima Montaser /\/\
/\/\ |=> aa414@freenet.carleton.ca /\/\

>Atari FTP List Update! STR InfoFile! - Atari Internet Sites Update!
 ""

Posted to newsgroups: comp.sys.atari.st, comp.sys.atari.st.tech,
comp.sys.atari.announce
- -
Last edit: 20-June-1995
Additions/changes since last list: 3
- ftp.informatik.rwth-aachen.de (Directory change)
- ftp.uni-oldenburg.de (New Site)
- ftp.uni-frankfurt.de (New Site)
- -

```
       ()==========================()
      //   ____/__ __/ ____/      //\\
     //   /       /   /   _/     //  ()
    //   __/     /   ____/      //  //
   //   /       /   /          //  //
  //  _/      _/  _/ Archives //  //
 //                          //  //
 ()==========================() //
  \\                         \\//
   ()==========================()
```

(log in with "anonymous" as name, and full name/e-mail address as
password) FTP instructions after this list!

A T A R I S T F T P S I T E S :

USA:
---
atari.archive.umich.edu...(141.211.120.11)..../atari/
  email server.....atari@atari.archive.umich.edu
cs-ftp.bu.edu.....(128.197.13.20)...../PC/ATARI-ST/
world.std.com.....(192.74.137.5)...../src/atarist/ and
/pub/atari/
ftp.std.com.....(192.74.137.7)...../pub/atari/
f.ms.uky.edu.....(128.163.128.6)...../pub2/atari/
CZECH REPUBLIC:
---
ftp.dcs.muni.cz.....(147.251.48.3)...../pub/archives/atari/
SLOVAKIA:
---
ftp.upjs.sk.....(158.197.16.30)...../pub/systems/atari
NETHERLANDS:
---
nikhefh.nikhef.nl...(192.16.199.1)...../pub/atari/
star.cs.vu.nl.....(192.31.231.42)...../pub/atari/
ftp.twi.tudelft.nl..(130.161.156.11)...../pub/atari/
ftp.icce.rug.nl.....(129.125.14.129)...../pub/erikjan/Atari
FINLAND:
---
ftp.funet.fi.....(128.214.248.6)..... /pub/atari/
FRANCE:
---
ftp.cnam.fr.....(163.173.128.15)...../pub/Atari/
GERMANY:

```
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alice.fmi.uni-passau.de...(132.231.1.180)...../pub/atari/
ftp.uni-kl.de.............(131.246.9.95)...../pub/atari/ or /pub3/atari/
ftp.uni-erlangen.de.......(131.188.1.43)...../pub/atari/
ftp.tu-clausthal.de.......(139.174.2.10)...../pub/atari/
  email server.............mail-server@ftp.tu-clausthal.de
ftp.uni-muenster.de.......(128.176.121.55)..../pub/atari/
ftp.uni-paderborn.de......(131.234.10.42)...../atari/
ftp.cs.tu-berlin.de.......(130.149.144.4)...../pub/atari/
  email server.............mail-server@cs.tu-berlin.de
ftp.fu-berlin.de..........(160.45.10.6)...../pub/atari/
ftp.uni-regensburg.de.....(132.199.1.202)...../freeware/software/atari/
vax.ph-cip.uni-koeln.de...(134.95.64.1)..... /pub/atari/
ftp.germany.eu.net........(192.76.144.75)...../pub/comp/atari-st/
  email server.............archive-server@Germany.eu.net
ftp.uni-stuttgart.de......(129.69.8.13)...../pub/systems/atari/
  email server.............ftpmail@ftp.uni-stuttgart.de
ftp.informatik.tu-muenchen.de...(131.159.0.198)..../pub/comp/platforms/
                                                     atari/
ftp.informatik.rwth-aachen.de......(137.226.225.3)...../pub/comp/Atari/
ftp.uni-bremen.de.........(134.102.228.2)...../pub/atari_st/
ma2s2.mathematik.uni-karlsruhe.de..(129.13.115.2)...../pub/atari/
reseq.regent.e-technik.tu-muenchen.de..(129.187.230.225)../pub/comp/
                                                         platforms/atari/
  email server...........ftp-mailer@ftp.informatik.tu-muenchen.de
ftp.hrz.uni-kassel.de....(141.51.12.12)...../pub/machines/atari/
ftp.ira.uka.de...........(129.13.10.90)...../pub/systems/atari/
ftp.thp.uni-koeln.de.....(134.95.64.1)...../pub/atari/
ftp.rz.tu-bs.de..........(134.169.9.44)...../pub/atari/
ftp.coli.uni-sb.de.......(134.96.68.1)...../pub/comp/atari
ftp.inf.tu-dresden.de....(141.76.1.11) ...../pub/atari/
ftp.uni-giessen.de.......(134.176.2.177)...../pub/atari
ftp.rz.tu-harburg.de.....(134.28.240.5)...../ATARI/
ftp.uni-oldenburg.de.....(134.106.40.9)...../pub/atari
ftp.uni-frankfurt.de.....(141.2.1.7)...../pub/Atari
UK:
---
micros.hensa.ac.uk (148.88.8.84) ...../micros/atari/
  email server......archive-server@micros.hensa.ac.uk
disabuse.demon.co.uk.(158.152.1.44)...../pub/atari/
phlem.ph.kcl.ac.uk...(137.73.4.24)...../pub/atari/
SWITZERLAND:
-----------
ftp.isbiel.ch.....(147.87.2.27)...../atari/
ezinfo.ethz.ch....(129.132.2.72)...../st/
ftp.switch.ch.....(130.59.1.40)...../mirror/atari/
ftp.switch.ch.....(130.59.1.40)...../software/atari/
AUSTRALIA:
---------
closer.brisnet.org.au.....(203.4.149.97).../pub/archive1/ATARIST
FTP "mirror"-sites:(’back-door’ to other FTP sites when they are too busy
-------------------  or there are other problems accessing them!)
mirror.archive.umich.edu...(128.252.135.4) or (128.193.2.13) or
 (128.193.4.2) or (128.255.21.233) or (128.255.40.200)
barnone.citi.umich.edu.....(141.211.128.22)...
                /afs/umich.edu/group/itd/archive/atari
                                                - (umich.edu, USA)
archive.wustl.edu (128.252.135.4)...../mirrors/archive.umich.edu/atari/
                                                - (umich.edu, USA)
ftp.switch.ch.............(130.59.10.40) or (130.59.1.40)...
```

```
                /mirror/atari/                  - (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)........./packages/atari/umich/
 PS!!! 155.198.1.40 is more reliable!!!         - (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)........./packages/atari/uni-paderborn
 PS!!! 155.198.1.40 is more reliable!!!         - (uni-paderborn, GERMANY)
- to find the numbered address of the FTP site, use the following command,
  while inside FTP:  ftp> !host FTP-address [CR]  i.e. "!host cs.bu.edu"

DOWNLOADING FILES, Instructions:    [CR]= carriage return/return/enter
--------------------------------

1) Go to the directory where you want the files to be downloaded.
2) ftp [CR].
3) open {ftp address} [CR].            i.e. "open ftp.uni-kl.de" [CR]
   OR use the (IP) number address, NOT both!
4) "Name": anonymous [CR].
5) "Password": {full e-mail name/address}. i.e. "hallvart@ifi.uio.no" [CR]
6) use "cd" to access the appropriate directory. i.e.  "cd pub/atari" [CR]
7) bin [CR].    (set ‘binary‘ transfer mode)
8) hash [CR].   (shows ’hash‘ signs (#####...) when transferring data)
9) get {filename} [CR].      i.e.  "get rename.lzh" [CR]
10) mget [CR] to get several files at once.
    i.e. "mget syst12.Z fixdsk.arc icon4.zip" [CR]
11) prompt [CR] to download several files with "mget" without having
    to reply "y" for each file when asked "get {filename}?".
12) quit [CR] to end FTP session and go back to UNIX
13) close [CR] to close the FTP site you’re currently on, so that
    another site can be opened without having to set bin, hash, prompt
    etc. again.

- bin, hash, prompt will be turned on/off each time it’s typed!
- Be sure to check if all modes are set correctly (especially ’bin’)!
- stat [CR] or; status [CR] will show all modes and where you are
  connected.
- Most files are compressed. Use an appropriate program on your
  computer on which the programs were intended, or in UNIX .......
- uncompress [CR] if ".Z" file
- uudecode [CR] if ".uu" file
- very often, files are still compressed in another format after
  uncompressing .Z and/or .uu.
  Use the appropriate decompression program for this.
- ls [CR] lists files (shows all files in current directory).
- pwd [CR] shows path.  i.e.  /pub/mirrors/umich/atari/utilities
- If down-loading several files with similar names use "*".
     i.e.   "mget *sys" [CR]  (will get f.x.; datasys, lm23isys,
    xlinksys etc...) (ALL files with "sys" in their names)
    i.e.   "mget *.lzh" [CR] (will get f.x.; stest.lzh, dw3.lzh,
    xlba.lzh etc...) (ALL files ending with ".lzh")
    i.e.   "mget * [CR]  (will get ALL files in the current directory!)
- If your computer doesn’t have a disk drive you can "remote login" to
  another  computer (use an other terminal’s disk drive);
- rlogin {computer name} [CR].    i.e.  "rlogin hnoss" [CR].
- You can now access the disk just as if it was on your own machine.
- eject [CR] to eject disk on disk-drives without "eject button"

TRANSFERRING FILES TO MS-DOS DISKS
----------------------------------
Part of this is dependent on you having the GNU msdos-utilities
available at your site. If you don’t, ask your local system operator
how to transfer files to/from MSDOS disks.
```

- mcopy {filename} a: [CR] i.e. mcopy microtcx.zoo a:
  i.e. mcopy microtcx.zoo icone.lzh shblr.arc a:
- mdir [CR] to show disk-directory/space left.
- fdformat -d [CR] to format an MS-DOS 3.5" 1.44mMb disk ("-d" for MS-DOS)
- fdformat -l -d [CR] to format an MS-DOS 720Kb 3.5" disk ("-l" for "low density")
- mcopy a:{filename on disk} {copy filename} [CR] to get a file from disk to computer. i.e. "mcopy a:dlist.txt test1.zip"
- mdel a:{filename} [CR] to delete a file on disk. i.e. "mdel a:dslist.txt".
- eject [CR] to eject disks from disk-drives that don't have "eject buttons".

- -

Original idea and list compilation by Hallvard Tangeraas, Oslo, Norway
Now handled by Mark Stephen Smith (msh@dl.ac.uk) with permission from Hallvard

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+++
+ Mark Stephen Smith : msh@dl.ac.uk or dlms@nessie.mcc.ac.uk +
+ Atari Web Pages : http://www.mcc.ac.uk/~dlms/atari.html +
+ +
+==+
+ Atari FTP List maintainer, Atari Web Page creator and maintainer. +
+ Member and writer for CAIN (Central Atari Information Network) +
+ Atari 1040STF, 4Mb Falcon 127Mb HD, Atari Jaguar, Atari Lynx +
++

> STR NewsPlus

-/- Murdoch Names Online Editor -/-

Media magnate Rupert Murdoch, sending a message to the online industry that he doesn't want to be left out of the race to dominate the Internet, has moved his top editor from TV Guide to a new position as "online editor."

Anthea Disney, who has been editor-in-chief of TV Guide for more than three years, was named to the top editorial post for online services from Rupert Murdoch's News Corp.

Murdoch told The Associated Press 48-year-old Disney will be editor-in-chief worldwide for the Delphi Internet Services Corp., acquired by News Corp. last year.

The wire service notes Murdoch, who hopes to build Delphi into a major online competitor, has designated Disney to design and develop editorial content that will be delivered over Delphi Internet's expanded service to debut this fall.

In addition to editing TV Guide, Disney has been editorial director at Murdoch Magazines, where she oversaw magazine development

and acquisitions and the development of on-screen and online versions of TV Guide. She has formerly been an executive producer at "A Current Affair," a TV show produced by another Murdoch-controlled property, Fox Television.

-/- Playboy Wins CD-ROM Suit -/-

Chicago-based Playboy Enterprises Inc. says it has been awarded a $1.1 million judgment in the copyright infringement suit it brought against Starware Publishing Corp. of Deerfield, Florida, and Starware's President D. Andrew Kasanicky.

Playboy sued the defendants in the Southern District Court of Florida for copyright infringement and violations of the federal Lanham Act, for the unauthorized use and distribution of photographs from Playboy magazine in a CD-ROM.

Playboy says the trial court's award is more than three times higher than the defendants' reported sales of the accused CD-ROM, Private Pictures I.

The court had previously granted Playboy a summary judgment that Starware and Kasanicky were liable for infringing 53 of Playboy's copyright registrations by including digitized GIF files of Playboy's published photographs in their CD-ROM.

At trial, the defendants argued that they had downloaded the Playboy images from a BBS or copied them from another CD- ROM, believing the material was in the public domain. The court, however, ruled that publishers should be "acutely aware" of copyright issues, and that there was sound reason to believe that high-quality photographs of models, particularly well-known actresses or others in the news, were not in the public domain.

"We are very satisfied with the judgment and will continue to aggressively pursue the unauthorized use of Playboy's materials," says Playboy general counsel Howard Shapiro. "This case is similar to other lawsuits we have filed against bulletin board operators that transmitted Playboy images on their systems without our authorization, and the outcomes are nearly identical. The court ruling sends a clear message to new media publishers about their responsibility to secure rights to the materials they use."

-/- Time Focuses on 'Cyberporn' -/-

In the cover story of its July 3 issue on sale today, Time magazine focuses on "cyberporn," saying online pornography is much more popular than surveys may indicate.

According to the Reuter News Service, the Time cover story "was based on an exhaustive study by Carnegie Mellon University that used computer records of online activity to measure what people actually download as opposed to what they say they want to see."

In other words, says Marty Rimm, the study's principal investigator, "We now know what the consumers of computer pornography really look at in the privacy of their own homes."

The wire service says that in Time’s 18-month study, researchers surveyed 917,410 sexually explicit pictures, descriptions, stories and film clips.

"Trading in sexually explicit imagery is now ’one of the largest (if not the largest) recreational application of users on computer networks,’" the study comments.

It also reports porn is profitable in cyberspace, "particularly for adult-oriented computer bulletin board systems whose operators lure customers to their private collections of pornography... There are thousands of these bulletin boards, which charge fees and take credit cards; the five largest have revenues of more than $1 million."

As reported, the U.S. Senate has focused on computer pornography recently, passing a measure that would make some online service providers criminally liable for obscene communications passed through their systems. Supporters say the measure would protect children; opponents say it would violate freedom of speech.

-/- Voluntary Smut Controls Proposed -/-

A voluntary system to let people identify and block offensive materials that come into their homes from the Internet is being proposed by the Information Technology Association of America, whose members include IBM, AT&T and Microsoft Corp.

Association President Harris Miller told Associated Press writer Jeannine Aversa that components of the proposed system could include:

-:- Rating a particular service or adopting an industry-wide code of standards certifying that a user group or a chat room contains acceptable contents. (The group compared the rating to a digital "Good Housekeeping Seal.")

-:- Running a campaign to teach people how to use the Internet responsibly.

-:- Making it easier for people to gain access to technologies that would permit them to block objectionable materials from their home computers.

The ITAA effort comes on the heels of the U.S. Senate’s approval of a bill to ban smut on the Internet and other computer services. (Violators would be imprisoned for up to two years and fined up to $100,000.)

Miller told Aversa his group wants to submit a plan to lawmakers before they begin reconciling House and Senate telecommunications bills, adding that even if the anti-smut provision became federal law, the association still would adopt a self-policing plan.

Said Miller, "If people genuinely believe that the Internet is something bad ... then people aren’t going to use it."

AP says the Arlington, Virginia, ITAA plans to consult with online services and civil liberties groups in crafting its plan. The association’s 6,700 members range from software companies and service providers to communications companies.

-/- Program Keeps Kids From Porn -/-

Solid Oak Software Inc. has released CYBERsitter, a Windows program that's designed to give parents the ability to block or be alerted to the access of adult-oriented pictures and pornography on the Internet as well as major online services.

CYBERsitter can also be used to block access to files on the computer's own hard disk, floppy disks and CD-ROM drive.

Solid Oak says CYBERsitter works by monitoring all computer activity. When a child tries to download or view an adult-oriented picture, the process is automatically aborted and/or an alert to the parent is generated for later viewing.

CYBERsitter is available now for $29.95 directly from Santa Barbara, California-based Solid Oak Software. A trial version of CYBERsitter is available for downloading from Solid Oak Software's CompuServe forum (GO SOLIDOAK).

-/- Blockbuster Expands to CD-ROM -/-

Blockbuster Video's movie guide is being adapted for home computers and the firm says it will be the only CD-ROM guide with monthly electronic updates.

Reporting from Portland, Oregon, United Press International says the CD-ROM version of the Blockbuster Video Guide to Movies & Videos, already out in paperback, will be in stores July 1 at a suggested retail price of $19.99.

Written by the Philip Lief Group and edited by Blockbuster, the guide will have monthly updates to reflect new titles on the video market and recent movie reviews.

Blockbuster Vice President Ted Innes told the wire service the CD-ROM will include more than 21,000 film and video titles, video clips, biographies, trivia questions and electronic updates, adding, "This CD-ROM is a great complement to the book it's based upon. With the monthly updates available to customers through an online electronic service, it becomes a living, breathing piece of software that is never out of date."

The disc will enable users "to create and print a personal movie list identifying a user's preferences -- or listing those titles already viewed -- which should make it easier to choose wisely from the video rental shelves," UPI reports. "Users can dial in on a toll-free phone number for monthly updates at a cost of $3. Blockbuster says each month's update will include 50-100 new titles and reviews."

-/- Packard Bell Demands Apology -/-

Packard Bell Electronics Inc. is demanding that Compaq Computer Corp. issue an apology to all members of the Mexican-American and Chinese-American communities following allegedly disparaging comments made by a senior executive to an Associated Press reporter.

Ross Cooley, Compaq’s senior vice president for North America, reportedly made the comments at PC Expo in New York following a speech by Eckhard Pfeiffer, Compaq’s CEO. Packard Bell has written a letter to Compaq asking for a formal apology.

"Ross Cooley’s comments are ignorant, irresponsible and certainly insensitive," says Beny Alagem, Packard Bell’s president and CEO. "To suggest that Packard Bell or any other company would at any time be in jeopardy because it hires Mexican-Americans, Chinese-Americans or members of any ethnic group is uncalled for. Moreover, Cooley’s comments are disrespectful and an insult not only to Packard Bell’s workforce but to all members of the Mexican-American as well as Chinese-American communities. No one should engage in this kind of behavior.

"Packard Bell is proud to have an ethnically diverse workforce representing a broad cross-section of the American community. Compaq owes an apology to our employees and to every American of ethnic background," says Alagem.

JAGUAR SECTION

- Theodore Hoff Hired!
- CATnips! - Game Schedule Updated!
- Rayman! - Super Burnout Ships!

... And more!

> From the Editor’s Controller - Playin’ it like it is!

The latest news is that Super Burnout is at the Atari warehouse, and started shipping to dealers on Thursday. July reportedly has at least five titles scheduled: Air Cars, Fight For Life, Ultra Vortek, White Men Can’t Jump (packed with the Team Tap!), and Flashback. The latest Jaguar games schedule is included in this week’s issue, as mentioned last week.

I’m not a big gaming magazine reader, but occasionally I like to pick up a magazine to check it out, especially if I know that there’s an interesting article inside. I’ve read a few issues of "Next Generation" magazine lately. The July issue (#07) contains an interesting interview with Atari’s Sam Tramiel. This interview is not your typical Tramiel interview in which Mr. Tramiel replies to questions with his standard answers. It’s actually an interesting piece; and if you’re looking for a new gaming magazine to check out, I’d recommend starting with this issue. Next Generation is not a major fan of the Jaguar, but it seems from various editorial comments that I’ve noticed, that they’re willing to give the machine and Atari an opportunity to make them, and us, believers.

Speaking of gaming magazines, I wish that the editors of these magazines would teach their game reviewers how to write a review. I wonder if these reviewers actually play the games that they write about; or if they just run the introductions and play a game for an hour, or less.

One thing that reviewers need to do is establish some integrity. If they can't do a review of a game without any preconceived biases, they shouldn't be doing reviews. Play the game, take a lot of notes, and sit down and give an honest evaluation of the game. Forget what you feel your readers want to read, or what your editors want you to write. A review is an evaluation, your opinion of the game.

For those of you who rely on game reviews as a true indicator of a game's "worth", take reviews with a grain of salt. Read a number of different reviews if this is to be your method of making a purchase decision. Remember, each review is just ONE person's opinion. A reviewer may love a game which you may not; he may hate one that you'll enjoy for hours on end. I'm so tired of seeing messages online from people who say that so-and-so magazine gave Jaguar Title-X only a one out of ten - avoid it at all costs - and then I see replies that state that the game is tremendous! I can't believe that people take game reviews as the ultimate gospel! I've written a number of game reviews and I wouldn't want people to make a purchase decision SOLELY on my opinions. In my defense, however, my goal is to give an honest and unbiased opinion of the games that I review. If I review a game genre that I'm not particularly crazy about - you'll know it from the onset.

We've got a lot of interesting news and information for you this week, so I'm not going to lecture you any more! We're looking forward to the upcoming games for the Jaguar, and the variety of hardware peripherals that will be arriving shortly. We've got a number of articles, reviews, and other interesting pieces planned, so stay tuned. In the meantime, enjoy the current crop of games and we'll keep you posted as the new ones arrive!

Until next time...

> Jaguar Catalog STR InfoFile - What's currently available, what's coming out.
""""""""""""""""""""""""""""

Current Available Titles ~~~~~~

CAT #	TITLE	MSRP	DEVELOPER/PUBLISHER
J9000	Cybermorph	$59.99	Atari Corp.
J9006	Evolution:Dino Dudes	$29.99	Atari Corp.
J9005	Raiden	$29.99	FABTEK, Inc/Atari Corp.
J9001	Trevor McFur/ Crescent Galaxy	$29.99	Atari Corp.
J9010	Tempest 2000	$59.95	Llamasoft/Atari Corp.
J9028	Wolfenstein 3D	$69.95	id/Atari Corp.
JA100	Brutal Sports FtBall	$69.95	Telegames
J9008	Alien vs. Predator	$69.99	Rebellion/Atari Corp.
J9029	Doom	$69.99	id/Atari Corp.
J9036	Dragon: Bruce Lee	$39.99	Atari Corp.
J9003	Club Drive	$59.99	Atari Corp.

J9007	Checkered Flag	$39.99	Atari Corp.
J9012	Kasumi Ninja	$69.99	Atari Corp.
J9042	Zool 2	$59.99	Atari Corp
J9020	Bubsy	$49.99	Atari Corp
J9026	Iron Soldier	$59.99	Atari Corp
J9060	Val D'Isere Skiing	$59.99	Atari Corp.
	Cannon Fodder	$69.99	Virgin/C-West
	Syndicate	$69.99	Ocean
	Troy Aikman Ftball	$69.99	Williams
	Theme Park	$69.99	Ocean
	Sensible Soccer		Telegames
	Double Dragon V	$59.99	Williams
J9009E	Hover Strike	$59.99	Atari Corp.
J0144E	Pinball Fantasies	$59.99	C-West

Available Soon ~~~~~~

CAT #	TITLE	MSRP	DEVELOPER/PUBLISHER
J9052E	Super Burnout	TBD	Atari
	Air Cars	TBD	MidNite Entertainment
	Fight For Life	TBD	Atari
	Flashback	TBD	U.S. Gold
	Power Drive Rally	TBD	TWI
	Rayman	TBD	UBI Soft
	Ultra Vortek	TBD	Atari
	White Men Can't Jump	TBD	Atari
	Jaguar CD-ROM	$149.99	Atari

Hardware and Peripherals ~~~~~~

CAT #	TITLE	MSRP	MANUFACTURER
J8001	Jaguar (complete)	$189.99	Atari Corp.
J8001	Jaguar (no cart)	$159.99	Atari Corp.
J8904	Composite Cable	$19.95	
J8901	Controller/Joypad	$24.95	Atari Corp.
J8905	S-Video Cable	$19.95	
	CatBox	$69.95	ICD

> Industry News STR Game Console NewsFile - The Latest Gaming News!
"""""""""""""""""""""""""""""""""""""""

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For Immediate Release...

ATARI CORPORATION NAMES HOFF PRESIDENT OF NORTH AMERICAN OPERATIONS

SUNNYVALE, CA -- (June 26, 1995) -- Earlier this morning Atari Corporation announced that Theodore M. Hoff has joined the company's core management team as President of North American Operations. Hoff will oversee Atari Corporation's North American operations, which includes the United States, Canada and Mexico.

"We are very pleased to have Ted Hoff at Atari," said Atari Corporation President/CEO Sam Tramiel. "His extensive industry experience will play an integral part, both in the planning and execution of our long and short term corporate strategies."

Prior to joining Atari Corporation, Mr. Hoff was Senior Vice President and General Manager of Fox Interactive, a division of Twentieth Century Fox. During his tenure, Hoff launched Fox's interactive entertainment division, establishing the company's mission, structure, five-year strategic and financial plans, and led the launch of multiple titles based on their film and television properties.

From 1990 to 1994, Mr. Hoff held the key position of Senior Vice President of Time Warner Interactive, Inc. (TWI), the home entertainment software publisher subsidiary of Time Warner, Inc. At TWI Hoff directed sales and marketing and established annual and long-range strategies and financial objectives.

Hoff hired and directed senior staff, including directors of marketing, sales, licensing and acquisition, and third party publisher affiliates. Under Hoff's direction, Time Warner Interactive launched 15 to 20 new titles per year including arcade, theatrical, and sports licenses.

Mr. Hoff's previous experience also includes senior management positions at United Brands Co. and Philip Morris, where Hoff launched new products and directed retail sales, marketing, and operations at both corporations.

Atari has been in the video game business for over twenty years. Today, Atari markets Jaguar, the only American made, advanced 64-Bit entertainment system. Atari Corporation is located in Sunnyvale CA.

Ultra Vortek News Story/Beyond Games

By David Clifton, The Salt Lake Tribune Knight-Ridder/Tribune Business News

Jun. 23--Chris Johnson hoped the first game produced by his company, Beyond Games of Salt Lake City, would propel him into the competitive video market. But he soon discovered how brutal the video-game business can be. Johnson, 28, and friends spent countless hours making "Battle Wheels" for Atari's hand-held Lynx system. The machine was discontinued shortly after "Battle Wheels" hit store shelves.

"We got no exposure," Johnson chuckled. "That machine had been out two years, and they phased it out right when we released the game." Now, Johnson and his crew are about to release "Ultra Vortex" for Atari's Jaguar system.

"Ultra Vortex may not be a blockbuster," Johnson said. "But it will definitely be a decent seller." It's the dream of every small game manufacturer: produce a unique game, get a big company such as Sega or Nintendo to buy it and cash in on the voracious appetites of video-game buffs. In 1994, Americans spent $21 billion on video machines and games.

Many try, but few succeed, says Ron Johnson of Electro Brain Corp. in Salt Lake City. It's been six months since his company produced a game. The market is saturated, he said, and the only way to compete is to keep up with changes in technology. And that costs money. "Only a few companies capture 80% of the video-game market," said Johnson, no relation to the Beyond Games owner.

Two Utah firms that have made it big are Sculptured Software Inc. and Access Software, both of Salt Lake City. Sculptured converted the game program for the popular, ultra-violent "Mortal Kombat" games for Sega and Nintendo. Access stormed the market several years ago with the "Links" golf series and recently, the interactive personal computer game "Under a Killing Moon."

"There are literally tens of thousands of products out there," said Mindy Cook, Access Software's marketing representative. "I am sorry for anyone trying to get into the market." Kelly Zmak, executive producer for Sculptured Software, said video-game manufacturers -- especially small ones -- cannot focus on past successes if they want to compete. The game industry, she said, is getting too expensive to be passive.

"It can cost $3 million to $5 million to produce one game," Zmak said. "It's not tough to get a single hit, but it is hard to be consistent." Beyond Games has spent nearly $100,000 to produce "Ultra Vortex." Chris Johnson would not say how much Atari paid for the game, but said his crew should "have some fun" with the money.

"Ultra Vortex," which took a year to make, will be shipped to Atari in four days and should be on the market in July or August, Johnson said. It will retail for $69.95.

The game is similar to "Mortal Kombat" and "Street Fighter" in that different characters battle each other to the death. To make their game unique, Beyond Games used 3-D computer renderings, stop-motion puppets and costumed adults to create the movements of warriors such as Grok, a rock monster, and Volcana, a woman who burns everything in her path.

"Most companies only use one or two formats when making their characters," said Clark Walker, who helped bring Grok to life. Artist Jim Meier created several backgrounds for the game, including two that mirror a Salt Lake City warehouse and the burned-out Irving Jr. High School in Sugar House. He even drew his colleagues into several scenes, either cheering on the combatants or lying dead on the street.

Christopher Salmon put together working models for several characters, while Dale Meier programmed music and sound effects. Bruce Johnson, who came late to the project, is helping put finishing touches on some scenes. The crew, which looks more like fans of the grunge rock band Pearl Jam than mainstream computer game creators, is already working on a sequel to Atari's "Predator vs. Alien." They hope it will sustain any success they may gain from Ultra Vortex.

> Jaguar Developers STR InfoFile - Current Developer Lists & Titles
"""""""""""""""""""""""""""""""

Game Title	Date	Game Type	MSRP	Publisher
Air Cars	7/95	Racing/Combat	$59.99	MidNite Ent.
Alien vs Predator	NOW	Role Play/Adventure	$69.99	Atari
Alien vs Predator CD	2/96	Role Play/Adventure	TBD	Atari
Arena Football	10/95	Sports	TBD	V Reel
Assault	2Q/95	Action/Combat	$59.99	MidNite Ent.
Atari Kart	11/95	TBD	TBD	Atari
Att. of Mut. Penguins	10/95	Arcade	TBD	Atari
Baldies (CD)	9/95	Action/Simulation	TBD	Atari
Batman Forever (CD)	4/96	Action/Adventure	TBD	Atari
Battlemorph (CD)	9/95	Flying/Action	$59.99	Atari
Battlesphere	9/95	Space/Combat	TBD	4-Play
Battlestar	11/95	Space/Combat	TBD	?
Battle Wheels	2Q/95	Racing/Combat	TBD	Beyond Games
Black ICE/White Noise	12/95	Action/Adventure	TBD	Atari
Blue Lightning (CD)	8/95	Flying/Action	$59.99	Atari
Braindead 13 (CD)	10/95	Action/Adventure	TBD	ReadySoft
Breakout 2000	11/95	Puzzle	TBD	Atari
Brett Hull Hockey (CD)	11/95	Sports	TBD	Atari
Brutal Sports Football	NOW	Sports/Combat	$69.99	Telegames
Bubsy	NOW	Action/Adventure	$49.99	Atari
Cannon Fodder	NOW	Action/Adventure	$69.99	Virgin
Chas Barkley Basketball	9/95	Sports	TBD	Atari
Checkered Flag	NOW	Racing	$69.99	Atari
Club Drive	NOW	Racing	$59.99	Atari
Commando (CD)	11/95	Action (3D)	TBD	Atari
Commander Blood (CD)	11/95	RPG	TBD	Atari
Creature Shock (CD)	8/95	Adventure/Sci-Fi	TBD	Atari/Virgin
Cybermorph	NOW	Flying/Action	$59.99	Atari
Dactyl Joust	11/95	Action	TBD	Atari
Dante (CD)	6/96	Action	TBD	Atari
Deathwatch	11/95	Arcade	TBD	Atari
Defender 2000	10/95	Arcade	TBD	Atari
Demolition Man (CD)	9/95	Action/Combat	$59.99	Atari
Doom	NOW	Action/Combat	$69.99	Atari
Double Dragon V	NOW	Action/Adventure	$59.99	Williams
Dragon:Bruce Lee Story	NOW	Combat	$59.99	Atari
Dragon’s Lair (CD)	8/95	Adventure	TBD	Ready Soft
Dragon’s Lair 2 (CD)	10/95	Adventure	TBD	ReadySoft
Dreadnought (CD)	2Q/95	Adventure	TBD	Atari
Dune Racer (CD)	1/96	Racing	TBD	Atari
Dungeon Depths	2Q/95	Action/Adventure	$59.99	MidNite Ent.
Evolution: Dino Dudes	NOW	Puzzle/Adventure	$49.99	Atari
Fight For Life	7/95	Combat	TBD	Atari
Flashback	7/95	Action/Adventure	TBD	US Gold
Flip-Out	8/95	Puzzle	TBD	Atari
Formula Racing (CD)	12/95	Racing	TBD	Atari
Frank Thomas Baseball	4/96	Sports	TBD	Atari
Hardball Baseball	2Q/95	Sports	TBD	Atari
Highlander I (CD)	11/95	Action/Adventure	$59.99	Atari
Highlander II (CD)	2/96	Action/Adventure	TBD	Atari
Highlander III (CD)	4/96	Action/Adventure	TBD	Atari
Horrorscope	2Q/95	Combat	TBD	V Reel
Hover Strike	NOW	Action/Combat	$59.99	Atari

Hover Strike CD	9/95	Action/Combat	TBD	Atari
Hyper Force	TBA	?	TBD	Comp. West
Ironman/XO-Manowar	4/96	Action	TBD	Atari
Iron Soldier	NOW	Action/Strategy	$59.99	Atari
Iron Soldier II (CD)	1/96	Action/Strategy	TBD	Atari
Jack Nicklaus Golf(CD)	2Q/95	Sports	TBD	Atari
Kasumi Ninja	NOW	Combat	$69.99	Atari
Magic Carpet (CD)	12/95	Action/RPG	TBD	Atari
Max Force	9/95	Action	TBD	Atari
Mindripper (CD)	2/96	Adventure	TBD	Atari
Mortal Kombat 3	4/96	Fighting	TBD	Atari
Myst (CD)	8/95	Interactive Novel	TBD	Atari
NBA Jam T.E.	12/95	Sports	TBD	Atari
Phase Zero	10/95	Action/Arcade	TBD	Atari
Pinball Fantasies	NOW	Arcade	$59.95	Comp. West
Pitfall	9/95	Arcade	TBD	Activision
Power Drive Rally	8/95	Driving	TBD	TWI
Primal Rage (CD)	12/95	Fighting	TBD	TWI
Rage Rally	2Q/95	Racing	TBD	Atari
Raiden	NOW	Action/Adventure	$49.99	Atari
Rayman	8/95	Action/Adventure	TBD	UBI Soft
Redemption (CD)	11/95	Action/Adventure	TBD	Atari
Rise of the Robots (CD)	11/95	Action/Arcade	TBD	TWI
Robinson’s Requiem (CD)	9/95	Adventure	TBD	Atari
Rocky Horror Inter.(CD)	4/96	Adventure	TBD	Atari
Ruiner Pinball	9/95	Arcade	TBD	Atari
Sensible Soccer	NOW	Sports		Telegames
Sky Hammer (CD)	12/95	Flying/Action	TBD	Atari
Soccer Kid	2Q/95	Sports	TBD	Ocean
Soul Star (CD)	9/95	Action/Sci-Fi	TBD	Atari
Space Ace (CD)	9/95	Space/Combat	TBD	ReadySoft
Space War	9/95	Action/Adventure	$59.99	Atari
Starlight BowlaRama CD	10/95	Simulation/Sports	TBD	Atari
Star Raiders	2Q/95	Space Simulation	TBD	Atari
Sudden Impact	12/95	Action	TBD	Atari
Super Burnout	6/95	Racing	$59.99	Atari
Supercross 3D	9/95	Sports	TBD	Atari
Syndicate	NOW	Simulation	$69.99	Ocean
Tempest 2000	NOW	Action/Adventure	$59.99	Atari
Thea Relm Fighters (CD)	10/95	Action/Fighting	TBD	Atari
Theme Park	NOW	Simulation	$69.99	Ocean
Tiny Toon Adventures	2Q/95	Action/Adventure	$59.99	Atari
Trevor McFur	NOW	Action/Adventure	$49.99	Atari
Troy Aikman NFL Ftball	NOW	Sports	$69.99	Williams
Ultimate Brain Games	2Q/95	Puzzle	TBD	Telegames
Ultra Vortek	7/95	Action/Adventure	$69.99	Beyond Games
Val D’Isere Skiing...	NOW	Sports	$59.99	Atari
Varuna’s Forces (CD)	11/95	Action/Adventure	TBD	Atari
VidGrid (CD)	8/95	Puzzle/Music Video	TBD	Atari
Wayne Gretzky NHL (CD)	12/95	Sports	TBD	TWI
White Men Can’t Jump	7/95	Sports (w/Team Tap)	$69.99	TriMark
Wolfenstein 3D	NOW	Combat/Action	$59.99	Atari
Zool2	NOW	Action/Adventure	$59.99	Atari

[Editor’s note: Titles, scheduled release dates, and prices are verified from Atari - all subject to change]

> Jaguar Easter Eggs/Cheats/Hints STR InfoFile - Solving Those Riddles!

We've been promising game tips and cheats for what seems like an eternity. I apologize for not getting these put together as rapidly as I would have liked, but our compilation of game tips, cheats, etc. is just about complete. In this week's issue, we're providing you with just some of the game cheat codes for Hover Strike. We'll have more for this enjoyable game, next week. We also have an "invincibility" cheat, but we'll only send this to you if you request it, unless there's an overwhelming demand from our readers!

Hover Strike
Game Cheat Codes

Night Missions

Enter this code during normal game play to turn any mission into a night-time mission. Flares will be automatically added to your alternate weapons system.
Press UP+A+B+C+7 simultaneously.

Rotate the Globe
Press Key 4 at the mission select screen to spin the globe left.
Press Key 6 at the mission select screen to spin the globe right.

Jump Ahead One Level
Enter this code at the mission select screen to advance one level each time the code is entered.
Press 2+4+6+7+8+9 simultaneously.

Additional Lives
Enter this code at the mission select screen to add one extra ship each time the code is entered, up to a total of NINE ships.
Press 3+6+9+# simultaneously.

Alternate External Monitor Frame
Enter this code at the mission select screen to see different artwork when viewing the external monitor.
Press C+4+RIGHT+1+5 simultaneously.

We'll have the cheat codes for the secret bonus missions in next week's issue!

> Jaguar Online STR InfoFile Online Users Growl & Purr!

CATnips... Jaguar tidbits from Don Thomas (95.06.22)

Yes, this is still another edition of CATnips. I thought I included everything yesterday, but a lot of people are working hard and things are changing by the hour.

One of the first things to do is update the tentative software schedule

from the one I sent out a week ago or so. The schedule had changed since E3, but I didn't know what all the changes were so I sent out the information I had. The schedule below includes up-to-the-minute additions, corrections and changes. I will remark about key changes after the schedule. Again, these are NOT promises or guarantees. The information is taken directly from up-to-date project status reports with projected release dates based on realistic developer projections. Some of the information WILL change, but as always we will make every effort to keep changes to a minimum. Please note that titles noted by (*) are third party releases. Also note that some titles remain unannounced and are not yet placed on this schedule. I apologize in advance for any typos I may have made.

=-=-=-= JAGUAR WORKING SOFTWARE RELEASE SCHEDULE =-=-=-=

JUNE '95:

Pinball Fantasies(*)	cart	simulation
Super Burnout	cart	racing

JULY '95:

Air Cars(*)	cart	racing/combat
Fight For Life	cart	fighting
Flashback(*)	cart	action/adventure
Ultra Vortek (formally Ultra Vortex)	cart	fighting
White Men Can't Jump (with Team Tap pack-in)	cart	sports

AUGUST '95:

Blue Lightning	CD	flying/action
Creature Shock	CD	adventure/sci-fi
Dragon's Lair(*)	CD	adventure
Flip-Out	cart	puzzle
Myst	CD	interactive novel
Power Drive Rally	cart	driving
Vid Grid	CD	puzzle/music video
Rayman	cart	action/adventure

SEPTEMBER '95:

Baldies	CD	action/simulation
Battlemorph	CD	flying/action
Battlesphere(*)	cart	space/combat
Charles Barkley Basketball	cart	sports
Demolition Man	CD	action/combat
Hover Strike CD	CD	action/combat
Max Force	cart	action
Pitfall(*)	cart	arcade
Robinson's Requiem	CD	adventure
Ruiner Pinball	cart	arcade
Soul Star	CD	action/sci-fi
Space Ace(*)	CD	space/combat
Space War 2000	cart	action/adventure
Supercross 3D	cart	sports

OCTOBER '95:

Arena Football	cart	sports
Attack of the Mutant Penguins	CD/cart	arcade
Braindead 13(*)	CD	action/adventure
Defender 2000	cart	arcade

Dragon’s Lair 2(*)	CD	adventure
Phase Zero (formally Hover Hunter)	cart	action/arcade
Starlight Bowl-a-Rama	CD	sports
Thea Realm Fighters	CD	fighting

NOVEMBER ’95:

Highlander I	CD	action adventure
Atari Kart	cart	TBD
Brett Hull Hockey	CD/cart	sports
Commando	CD	3D action
Dactyl Joust	cart	arcade
Deathwatch	cart	action
Rise of the Robots(*)	CD	action/arcade
Varuna’s Forces	CD	action/adventure
Breakout 2000	cart	puzzle
Commander Blood	CD	RPG
Redemption	CD	action/adventure

DECEMBER ’95:

Black Ice/White Noise	CD	action/adventure
Formula 1 Racing	CD	racing
Magic Carpet	CD	action/RPG
NBA Jam Tournament Edition	TBD	sports
Primal Rage(*)	CD	fighting
Wayne Gretzky NHL Hockey(*)	CD	sports
Sudden Impact	cart	action
Skyhammer	CD	flying/action

JANUARY ’96:

Dune Racer	CD	racing
Iron Soldier II	CD	action/strategy

FEBRUARY ’96:

Alien Vs. Predator: The CD	CD	RPG/adventure
Mindripper	CD	adventure
Highlander II	CD	action adventure

APRIL ’96:

Batman Forever	CD	action/adventure
Frank Thomas Big Hurt Baseball	TBD	sports
Ironman/XO-Manowar	TBD	action
Mortal Kombat 3	TBD	fighting

JUNE ’96:

Dante	CD	action
Rocky Horror Interactive	CD	adventure

Here are key changes:

To avoid confusion with an existing title called Vortex, Ultra Vortex is now "Ultra Vortek".
"White Men Can’t Jump" will be packed with a Team Tap, multi-player peripheral. The bundle will be $69.99 MSRP.
Hover Hunter will be changed to "Phase Zero". It may turn out that it is written "Phase 0", but I doubt it since it could be read as "Phase Ohh" if it is.
"Defender 2000" (as previously announced) is now on cart.
UBi Soft has changed the release of "Rayman" to be "late

summer" according to an inquiry my staff placed this afternoon. One source suggested that they know that translates to September, however, I have reason to believe it will actually be early August. The change is strictly due to the desire of putting out a quality product. Some rumors have been floating around that the change is connected to changing formats or other things... not true.

Some new titles have been added to the list which have not appeared on it before... mostly for November and December 1995 release.

Note that an error was contained in the software descriptions in yesterdays CATnips. "Flip-Out" is a cart, not a CD.

I spoke this afternoon with Joe Harabin of Sandwich Islands Publishing. The official Jaguar Tips Book is now in blue line and will be shipping from their Michigan printers beginning July 12th. The book is an authorized compilation of pro tips for over 25 Jaguar software titles. In addition, other features include popular reprints of online articles and ads for our favorite online services.

If you did not yet order this book, I urge you to do so now. It’s been a long wait for many of us, but now that the book is finished, it won’t be that long now. It includes exclusive maps and illustrations, cheats, tips and strategies so you can play better and reach higher levels of skill.

To order, call 808/661-8195 and have your credit card ready... or fax your order to: 808/661-2715. The price is only $16.95 plus $3.00 shipping and handling.

BOX COPY...

SUPER BURNOUT
^^^^^^^^^^^^^

OPEN THE THROTTLE AND LET ’ER RIP!

This game will get your adrenaline pumping and pin you to your seat with its ’G’ force. As you lean into the first bend you’ll feel like you’re really there. Go for it! Twist the throttle hard and ride that curve like a pro.

* Choose from 6 great custom sport bikes.
* Pit your skills against 8 of the world’s meanest race tracks.
* Race against the computer or go head-to-head with a friend for a truly competitive experience.

Take the ride of your life on these fantastic bikes!

PINBALL FANTASIES
^^^^^^^^^^^^^^^^^

ARE YOU UP TO THE CHALLENGE?

Turn your Jaguar into the ultimate amusement arcade with Pinball Fantasies - the greatest pinball simulator ever. This classic game offers four scorchingly addictive tables with the most realistic ball movement you’ll ever see in a video game. If you’re looking for instant

playability, speed and excitement, Pinball Fantasies is the game for you.

But be warned - one game and you're hooked.

CATnips... Jaguar tidbits from Don Thomas (95.06.25)

Bonjour from the 64-bit highway.

HOUSEKEEPING

In my software release schedule I posted in my last CATnips, I inadvertently listed "Max Force" to be a cart game when it will actually be a CD-based title. I knew better, but I was in "mindless copy" mode when I typed the list. My apologies to Mr. Chris Howard of Genus Microcomputing!

NEW JAGUAR GAMERS UNDER DEVELOPMENT

It may be a few months before these new Jaguar gamers are beating their Dads at gruelling 64-bit Jaguar head-to-head competitions, but I wish to congratulate them now for their pending victories.

Atari's own, Dan McNamee, officially became a new Dad on May 11th at 2:37am CST. Weighing in at 8 lbs. 9.8 oz, Trevor Lee Cluney (not to be confused with Trevor McFur) measured 22". Send your congratulations to Dan through the Internet at [d.mcnamee@genie.com].

Mr. Randy Magruder runs the Jaguar and Portables section of the VIDGAM Forum on Compuserve. His daughter, Erin Leilani, was born last week. She weighed 7 lbs. 8 oz. at birth and was 21" long. Randy says his "nerves are shot to hell", but "mother and baby are doing just fine!". (Sounds like a strong dose of Doom is in order, Randy)! <g> Congratulations go to Randy via the Internet: [70720.663@compuserve.com].

JAGUAR AT WAL*MART?

Mr. Jeffrey Norwood, publisher of Jaguar Journal online magazine, has stated that the Jaguar will be sold at Wal*Mart.

"It's true", he writes to me and Dan in an open message on CompuServe. "Wal*Mart agreed to sign to distribute Jaguar items at many of their locations... I got a second confirmation today... my uncle works for a Wal*Mart distributing company, McKlein, and he did mention that the Jaguar will be on shelves later this year."

In the interest to answer the flood of E-Mail that came in to me to confirm this report, I checked with Mr. Garry Tramiel at Atari. He told me that Wal*Mart has sent to Atari a vendors kit which may have been sent to us (Atari) via their distributing company. The distributing company may be aware that, statistically, those things go to new vendors, and we also find that to be a good sign. On the other hand, neither Atari nor Wal*Mart have yet made any announcements regarding Wal*Mart

carrying Jaguar products.

In the meantime, Atari does remain faithful to its goal of expanding the Jaguar's use of shelf space at existing and new retail locations.

SOME SMOOTH MOVES FROM A COOL CAT

While speaking to Mr. Garry Tramiel Friday, he said I could pass on to everyone some GREAT news. Jaguar exposure on retail shelves and in popular consumer catalogs will be outstanding. As always, information is subject to change. The purpose of sharing this is to help keep people informed...

The Jaguar will be featured in the new Sear's Christmas Wish Book and in upcoming Speigel and J.C. Penney catalogs. The Jaguar will also be at ALL Venture locations sometime in October. Montgomery Ward will carry Jaguar in their San Francisco and Los Angeles locations this fall. A big St. Louis chain called Grandpa's will carry the Jaguar within the next few months approaching the fall and Christmas. The Jaguar will be in the top Software Etc. locations and K-Mart is looking carefully at how the Jaguar does at a location where FunCo is a concession operator in the store.

People in many areas have already told me they have noticed our efforts to get the Jaguar's exposure in Toys R Us locations to expand and improve. Look for similar successful efforts in many other retail, chains too such as Tower Records, Electronics Boutique and the Wherehouse locations.

There are a lot more pending success stories which are simply waiting for the ink to dry on the paper.

CATnips... Jaguar tidbits from Don Thomas (95.06.29)

Any of you who feel I tend to exaggerate just because I work at Atari, may wish to turn down the "glowing review knob" of their text editor now. I am about to do it again. The first batch of "Super Burnout" carts began shipping today to qualify as a June release and I snagged one (Thanks Garry!) as they began to bundle them for the carrier.

I often don't know very much about a new software title until the game is released. While a game is being developed I have to hope I can catch a glimpse on monitors left unattended during the lunch hour (if the developers even take a lunch). At trade shows, I can only hope to play unfinished games between visits from inquisitive guests in the booth. Once a tester gets hold of a game, forget it. They cling to the carts like squirrels protecting their winter's keep. Once in production, the temporary carts are converted to new things to test and the cycle starts all over. The end result is that I often get as excited when new software starts shipping to stores as the gamers do.

I usually have a lot of catch up things to do when I get home from the office so, after dinner, I gave the cartridge to my 12 year old son to check out. My son is very choosy about games and it means a lot to me if any particular game keeps him occupied for any length of time. Next thing I knew I haven't heard from him for a while, but there he was...

Jaguar connected to an SC1224 color monitor, a set of stereo headphones and a posture of relaxed anxiety. I couldn’t take it any longer, but he made me wait until his race was over before setting up two players.

For those of you that don’t know, "Super Burnout" is a motorcycle racing simulator. It will have a lot of appeal to those of you who enjoyed the classic, "Night Driver", "Grand Prix", and "Pole Position" games. After my son completed his laps, he reset the cartridge and changed it from a single player game to "versus" mode. We choose our cycles based on acceleration and maximum speed features, then we chose the number of laps and the course to run. Courses are labeled by country. There were so many, I couldn’t remember them all. There was U.S., Hungary, Australia, France, Germany and what not else.

The results of each race report the average time to complete each lap and the best time that any one lap was completed. Those statistics become (my son just came in and "informed" me that he beat my record on the Brazil course with a time of 0’ 33’’ 96. He has also "informed" me he’s going to destroy all the records I set before beginning to write this report. Rotten kid! <g>) Anyway... those statistics become the basis of establishing records. New records are rewarded with the privilege to set three initials.

One of the Jaguar’s most prominent features is the ability to play carts as well as the upcoming CDs with the optional CD-ROM coming in August. "Super Burnout" looks like it’s another one of those games that is packed with fun factor. The graphics for a cart game are terrific... just wait until you race into the gorgeous midnight moon on the horizon. There are details such as blimps, clouds, spectacular skylines and lots of obstacles to trip you up if you take corners too fast. The control is perfect in my opinion... no "Checkered Flag" debates here that I can see.

There’s still a lot more to the cart for me to play, but I know people like to have some feedback on new Jaguar software as soon as they are released. As far as initial tips, get used to the tire blackened pathways in the road. They are there for a reason... the good pilots know where to steer for speed and performance... try to hug corners tight and avoid the brake (which is hard because the brake light looks cool when lit! <g>).

I strongly urge gamers to set up a small personal fan to blow against their face as they play "Super Burnout" and they should wear stereo headphones on this one... the soundtrack sounds cool!

"Super Burnout" will be in stores as early as this 4th of July weekend. Burn rubber to your favorite Jaguar gaming store and get a copy before they "cycle" out of them. The MSRP is $59.99.

Okay, the "glowing review knob" can be reset now. <g>

> Atari Lynx! STR InfoFile! - New Lynx Titles Are Coming!

Sb: #New Games
Fm: Laury Scott [ATARI] 75300,2631
To: all

Just thought I would let you know that we will be releasing a couple of new titles on Lynx (in August or September). They will be Battlezone 2000 and Super Asteroids/Missile Command. I'll let you know the exact date as we get a little closer.

-Laury

> UbiSoft/Rayman News! STR InfoFile! - UbiSoft Does Rumor Control!
  """"""""""""""""""""""""""""""""""""""

Sb: #Ubi Soft on Rayman
Fm: Frank Slater 100072,661
To: all

To all Rayman fans,

Wow! I check in after a few weeks' absence and there are 67 messages about RAYMAN!

Here is the official story:

Rayman for the Atari Jaguar is currently in the very final phases of quality control (a nice way of saying "debugging"). As you all know, Rayman is the first game Ubi Soft has made for the Atari Jaguar, and just like for any process, there is a learning curve to programming and debugging a product on an unfamiliar system. The delays that have taken place in our launch plan were not intentional. There are no secret strategic implications whatsoever, the delays to Rayman Jaguar have absolutely nothing to do with the other versions of Rayman. We just wanted to make this product the best game available for the Atari Jaguar, and that objective forced us to take the time necessary to do things the right way. We obviously wish we could have released this game many months ago (believe me...!) but we didn't feel it was ready then.

Ultimately, you will be the judges -- but I am certain that once you play Rayman you will agree that it was well worth the wait.

As of the current schedule, Rayman for Jaguar will be ready for production by the week of July 17th. Because we can't pin down an exact date for its subsequent release into stores, we've been saying "late summer." (It will theoretically be in stores 4 to 5 weeks after entering into production.) I'll try to visit this Forum more often to keep you all informed. As we get closer to the end, it will be easier to know the exact dates.

Rayman for Jaguar can be pre-ordered now at both Electronics Boutique and Babbage's, and will be for sale in a wide variety of retail stores once it is released.

I know it must be hard to be patient - as a marketing professional for Ubi Soft I have had "punch-the-wall" moments myself over the delays in this game! But I really think you'll all agree that it was worth the wait.

I'll be looking forward to hearing what you think once it's released.

Thanks for your attention,

Frank Slater
Ubi Soft
(US informational hotline: 415-332-5011)

> ONLINE WEEKLY STReport OnLine The wires are a hummin'!
  """"""""""""""""""""""""""""""""

PEOPLE... ARE TALKING

On CompuServe

compiled by
Joe Mirando
73637,2262

Hidi ho friends and neighbors. Ah, the lazy days of summer... they're finally here! That's right, it's that time of year when the swimming pool and air conditioner become our best friends. I don't know about you, but as long as I've got my friend, Mr. Air Conditioner, I'm happy. Oh, one other thing, I've simply got to have my CompuServe fix! Hey, going online fits right in with the summer motif because CompuServe is COOL. After a long day, there's nothing I like better than to kick back with my modem and trusty ST and cruise through my favorite areas on CompuServe. C'mon along with me and I'll show you what I mean...

From the Atari Computing Forums

For the past month or so, we've been hearing quite a bit about a program called NOS which provides Internet access for Atari ST users. Jerry Kent posts:

> "I have just down loaded the latest version of NOS 0.42 and found it a breeze to set up. It worked first time with no problems so far. Many thanks to Michel Vanhamme for doing such a fantastic job, especially in making the instructions so very clear. I have just received the July edition of STFormat and Frank Charlton has written an article about a gem shell for AtariNos called Oasis which sounds interesting. He says its available on ftp.demon.co.uk. Of course I can't get to it not being a Demon subscriber. Has anyone used this? Can anyone tell me where else I could get it? Could it be put on file at compuserve?"

Christian Roth tells Jerry:

> "You CAN get Oasis without being a demon subscriber. Just do a anonymous-ftp on 'ftp.demon.co.uk'. You'll find Oasis in the pub/atari/oasis directory. I have had severe problems in setting it up

a few weeks ago, maybe there’s a newer version right now, who knows. It seemed to hate the CIS-style user id (it couldn’t create a file with the name of the user id!)."

Meanwhile, my friend Myles Cohen asks:

"I’ve seen several files listed on BBS systems with the extension .tgz...

What are they and how does one use them..."

Sysop Bill Aycock tells Myles:

"The "tgz" extender is really shorthand for ".tar.gz". It indicates that a bunch of files have been archived by ’tar’ (Tape ARchiver, a Unix thingie) and then compressed by ’gzip’ (I would guess the Gnu ZIP program). In the Unix world, one would gunzip the file to standard output, then pipe it into tar for extraction (all on one command line :-)... I could swear I’ve seen untar and gunzip/ungzip prgs in the libs here, but my feeble memory can’t remember what they’re called..."

Carl Barron tells Sysop Bill, Myles, and all the rest of us:

"gzip - search for gzip*.* it should appear... if not, holler.
tar - should show up searching for tar*.*.

If you have mint and a mint aware shell, you can do the unix pipe approach gzip -dc filename.tgz |tar xf -.

I have a mint aware tar that does the above gzip pipe for you. Without mint you will need twice the space of the uncompressed file available to decompress and detar the file. With mint its a ’unix pipe’... With out a ’real shell’

```
gzip -dc filename.tgz >tempfile.tar tar xf tempfile.tar
```

[It] Is almost certain to work... It may still complain about xmodem padding if xmodem was used during any of the current files transfers."

Myles tells Carl:

"I gather that I will have to download a bunch of MINT files and read a whole bunch of new...and probably confusing...instructions that are attached...

Then I’ll most likely need more hard drive space...lots more...maybe I should buy a ZIP drive...I wonder if Toad sells them configured for ATARI computers...

Does anyone know..."

Carl tells Myles:

"NO you don’t need to know unix,download Mint,etc. to do this, a cli will help immensely even a crude msdos shell will work.

```
# decompress the file
gzip -dc filename.tgz >tempfile.tar
# debunch the tar file
tar xf tempfile.tar
```

```
# remove the temp file
era  tempfile.tar/n
```

Using Mint will be faster and consume less disk space. Also beware tarfiles can contain long.filenames.like.this.one particularly if they did not originate from a tos/msdos environment. What is the file, where is it? If its not too huge, I can do it and zip it up and upload it. [I hate lzh too confusing a command line structure it has :)]"

Albert Dayes of Atari Explorer Online Magazine tells Myles:

"There is a file in the library that shows how to use the *.tgz files. It is from a message Carl Barron posted earlier.

With regard to the ZIP drive ... ICD is still working on the driver for it. They have a beta for it currently but it still has some problems that ICD is working on."

Thomas Bretschneide posts:

"I'm using CompuServe via IBM-PC WinCIM. How do I get Atari Prg.files out of this forum from my MS-DOS Harddisk to my ATARI Computer?"

Albert Dayes tells Thomas to...

"Format a 720K disk on the PC and copy the files from the hard disk to it. After that you can use the files directly on your Atari ST. This is assuming your ST has a double sided 720K drive."

Denis Postle tells us:

"I bought my usual copy of the Dutch Atari ST Niews mag today and there it lists among many other PD progs, a Web Browser called Oasis Internet-pakket. From the screen shot this looks to be a clone/copy of Netscape which I run on a Powerbook, even down to the N at the right of the buttons.

Have you tried Oasis? Is it not a viable alternative?"

Michel Vanhamme tells Denis:

"I have a version of Oasis sleeping on my HD and doing nothing...because I haven't been able to install it. The installation program copies files from the NOS folders for its use, BUT it looks for a file called ACTIVE in the NEWS directory of NOS. I have never had such file in my folders... ->Installation aborts. I did run the program just to have a look at its user interface. I suspect it to be not entirely GEM-compliant, because I've had 'strange' redraws when reading the online help. Regarding the WWW, there's a menu for it, but my version (1.00) doesn't support it. I don't know if it's the latest, though.

So, has anyone managed to install this thing?

Meanwhile, the next time I do an FTP session, I'll look up the Demon site and see if there's a newer version."

Neil Newman posts this about using NOS:

"[I] thought I better re post the contents of that fist message I sent

which some
how got distroyed when I posted it....

"Regarding that "Can’t lock file /spool/news/history" problem a few people were having, I had the same problem myself.

I had Nos up and running from the root directory of E drive with the spool folder in the root dir of E also, I was getting the newsgroups without any problem. I then moved the lot into a folder to tidy things up an thats when I got the "can’t lock...." problem.

I added the command;

’nntp directory /ka9q-nos/spool/mail /ka9q-nos/spool/news’

to the startup.nos file and it corrected the problem."

Adding this command with the other NNTP commands allowed the spool folder run in the ka9q-nos folder, I no longer have NOS running in the root directory of my HD."

Chris Roth tells Neil:

"That’s a way it will work as long as you won’t like to process e-mail with NOS (I know it won’t work with CompuServe, but anyway <g>...). As I said previously, I’d recommend creating an /ka9q-nos/spoool/news/in folder four your incoming batch.txt file and adding that path in the ’nntp dir’ command for future use with Oasis (when it comes to work flawlessly)."

When Neil Burton asks about using Spectre GCR (The Mac emulator) with a Fast Technology T-25 accelerator, Daniel Osborne tells him:

"I don’t know about a T-25 working with Spectre, but I am using a Spectre GCR 3.0 on my Mega ST4, with a Turbo030 board (68030 at 50 Mhz) and no problems. So the increased speed of the processor, probably is not the problem.

Exactly what happens when using Spectre in 25 Mhz mode?"

Neil tells Daniel:

"I can’t get to the point of using Spectre wit the T-25 coz when booting from the ST the cartridge isn’t recognised !! I get the old ’Cart isn’t loaded or is upside down’ routine !!!"

On the subject of using the Gemulator, the ST emulator for PCs, Robert Carpenter posts:

"I haven’t run Gemulator on a Pentium (I understand it’s quite fast on it),
but it runs fine on my DX2/66.

"As far as limitations, when Gemulator 4.0 comes out (hopefully within a month), most of the current limitations will be gone (MIDI support, joystick support, CD-ROM support, no more 32 Meg hard drive partition limit (if using real DOS partitions)). It runs great for productivity software (PageStream, Calamus, WordWriter, etc).

Games are another matter. Currently (don’t know about 4.0 since it’s

still in beta), Gemulator doesn’t do well when trying to run auto-booting games. However, if it’s a game that you can run from the GEM desktop, then you’ve got an excellent chance of it working.

Bottom Line: what apps are you looking to run with Gemulator? There’s a good chance that someone here can tell you if they work with Gemulator or not. However, please keep in mind that 4.0 (Windows version of Gemulator) may take care of the remaining compatibility problems. It’s quite a nice thing to have around, though."

Rob Rasmussen tells John Trautschold of Missionware Software:

"Your advice has really been helpful, like with setting Falsh 2 for RTS/CTS, turning off control characters, and using the macros. It works great but I still have a few questions.

I would like to have the Type Ahead buffer come up automatically when I first make a call. How can I do this? Many settings are saved for individual phone numbers when I Save Boards. I can also make the same settings under the Options menu, like for terminal or RS232. Are these Options settings global - do they apply to any number being called? Other settings, like turning off control characters and carriage returns under Editor options seem to be saved in Save Defaults. What else is saved under Save defaults? The path I presume and what else - could find this in the manual.

When I type OFF to log off of CIS, it quits CIS then goes to the Host prompt where it remains connected. I have to select Terminate Call from the menu for it to disconnect. How can I make my modem automatically disconnect after I type OFF?"

John tells Rob:

"Glad to hear you are making progress with Flash II. Let’s see if we can’t tackle some of your other questions now!

That’s easy. In your auto macro line, just enter the command (without the double quotes): ">TA ON|". Everytime you log onto that board, your type ahead window will automatically open.

No, the settings you set under the Options menu work only when Flash II is used to dial manually from the terminal screen or when using Dial Number from the Phone menu. You must reset all of those settings for each individual board in Edit Boards.

With that said, if you are creating a new board list from scratch, there are a number of things you can do to make life easier for yourself. Set up, under the Options menu, the settings you use most often. Those settings will be transferred into the black Edit Board slots. Also, things like macros get transferred from the first board slot in Edit Boards to all of the others. If there are some standard macros you use everywhere it makes sense to load them into Edit Boards Slot 1 first. It saves a bunch of typing.

Everything under the Options menu is saved in the default file. Likewise, the options you set for each transfer protocol are saved in the default file. Finally, Memory Options, under the Capture menu, are also saved in the default file. If you set a path for transfers, that is *not* yet saved in the default file, however, when our all-new version is released later this summer, the transfer path will be saved.

F2 remains connected because CIS' node is still active. When the Host prompt appears, CIS' computers are waiting for you to log back on again. I do that regularly since I have 2 accounts here - 1 personal and 1 for business.

In any case, there are a couple of ways to handle this. The first is to just type OFF again when you see the Host prompt. That tells CIS that you are definitely going away. The second is to let F2 automatically do it for you. Included with the CompuServe setup that came with F2 is an F10 macro. If you go into Edit Boards and look at the CIS macros I've set up, you'll see one for F10. To log off, just press the F10 key. It sends CIS a "bye", then waits for the Host prompt and does a disconnect. It make life really simple.

Let me know if you have any other questions."

Sysop Jim Ness jumps in and adds:

"Just FYI, you can use the LOG command instead of the OFF command when you want to redo a login. The LOG command gets you back to the User ID: prompt instead of the Host Name: prompt. Saves a step or two.

Also FYI, since we're talking shortcuts, you can give your password and User ID at the same time if you use the following format:

User ID:71333,1003\your*password

The backslash tells CIS that your password is coming, and CIS turns off echo to keep it from appearing onscreen. The whole thing save another step.

Hey, I've got a hundred of 'em..."

John tells Jim:

"Thanks for the shortcuts. Learned something new again today! :-) My brain is just overflowing.

The LOG command sounds nifty. I'd probably use it except I don't log on to my personal account that often - no more than once a day. I usually log on with the business account a least a couple of times a day. I'd have to write to function key macros then and remember which one to use! :-)

You'll have to write up a short list of secrets for making shorter macros for logging on!"

Jim tells John:

"Here's the ultimate login short cut. It assumes you always wish to visit the same first area:

User ID:71333,1003/GO:ATARIV\your*password

In one line you enter your User ID, your first destination, and your password (which is not echoed). The colon between the GO and the destination is required."

Rob Rasmussen, after trying out John’s advice, tells him:

"The type ahead line now comes up automatically when I call a phone number since I added what you said to the auto macro. Great! Still having problems when I want to log off. I used your F10 macro, which types "bye" and then goes to the Host prompt where after about 15 seconds it disconnects. I’m still curious why I can’t get it to disconnect immediately without going to the Host prompt. Since I only have my one account I never need to re-dial from the host prompt. I tested this using the Flash 1 factory disk, a manual call. After logging on manually, I type OFF and it takes me to the Host prompt too. But when I use the DO file that I have used for ages with Flash 1, when I type OFF, it logs me off immediately and I get the No Carrier with no Host prompt. It seems something in the DO file sets it up so that when I type off, it will not go to the Host prompt. This sounds crazy, because the DO file only logs me _on_ automatically. Here is the Flash 1 DO file I use. Can you see anything in here that I also may need to set in Flash 2?

```
>ED AS 0MS|
>MO VI|
>ED XM CLZ|
>RT|
>PA 1|

>WA ID:|
72717,2707|
>WA :|
MY PASSWORD|
>CA ON|
>TA|
```

BTW, looking forward to the new 2.23 upgrade."

Sysop Keith Joins tells Rob:

"I think you probably have another entry in your Flash 1 DO file that the CIS message editor weeded out and that is a little heart shaped character that represents a Control-C sent when you get a carrier. When you log on that way you get a user ID: prompt rather than a Host Name: prompt and when you log off are you are disconnected at once. Your Flash 2 log on is sending a carriage return on carrier detect which will cause a prompt of Host Name: with a reply of CIS. Logging off from this type of connection does take you back to the Host Name: prompt where you must enter OFF or BYE again to disconnect."

In answer to Rob’s slow disconnect problem, John tells him:

"Well, it shouldn’t be taking 15 seconds. It takes about 5 seconds when I use the macro. The reason you can’t disconnect immediately is because that’s the way CompuServe set up their system. Perhaps Jim Ness or someone else knows a faster way to do than I do. Again, 15 seconds is way too long. Make sure you’ve got Disconnect Time set to a low value (assuming you modem can handle it) of 0.1 or 0.2 seconds instead of the default of 2.0 seconds. That’ll help speed things up.

Actually, I suppose there is a quicker way to get off, but it’s not clean. when you’re done you could just do a >HG| command in F10. That forces F2 to hangup the modem immediately. CIS should be able to

handle it, but I've always preferred a clean off, just to make sure my billing time ends when I want it to end.

Without seeing the macro you use with Flash 1, I can only guess that it shortcuts the procedure. Again, as noted above, there's nothing to prevent you from just logging off with a HG command when you're done. I programmed the macro to do it the right way mainly because I don't want folks coming back complaining that my logoff macro cost them money! :-) If you wish to circumvent that, be my guest!"

Dante Turrini asks about his Spectre cartridge:

"I am having trouble with the GCR cartridge, like this: I am the user of Notator Logic by EMAGIC, a music sequencing software that runs on the TT, and has a MIDI port expansion/dongle that connects on the ROM port (like the GCR does).

If the GCR is connected thru this other cartridge, it cannot see the ROMs. I have asked to EMAGIC, and they say their cartridge leave the signals to pass thru, and they claim the problem is generated by the GCR or by the emulator software.

What can you suggest to solve my problem?

And finally, the old nasty song: Is there any possibility to have the new Spectre version in reasonable time? Is there anybody that will take over it's development?"

Mark at Gadgets by Small tells Dante:

"This one has popped up before. Dave Small's research revealed that the ST and TT cartridge port signals are just too weak to handle multiple cartridges connected in parallel. Apparently, the GCR draws a bit more power from the cartridge port than most cartridges, thus making the GCR a problem cartrdige when used with other "pass through" cartridge devices.

As it is, I'm afraid there is no fix that I can offer. Sorry.

As for a new version of Spectre... Dave has indicated an interest in continuing to develop Spectre but he has expressed doubts that there is enough interest to warrant the time and money. Of course, due to the Bankruptcy of Gadgets by Small, any future version will have to be called something else besides Spectre."

Daniel Osborne adds:

"Yes, but you can CartMaster from Wizztronics. You can have up 4 carts connected to your ST or TT and switch between the various carts via a program that can be run through your AUTO folder, desktop, or as an ACC file.

Works just fine with my Sepctre GCR and Discovery cart."

Well folks, that's about it for this week. Tune in again next time, same time, same channel, and find out what they are saying when...

PEOPLE ARE TALKING

> STReport CONFIDENTIAL "Rumors Tidbits Predictions Observations Tips"
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- SECAUCUS, N.J. PANASONIC CUTS SRP OF REAL 3DO MULTIPLAYER!

Matsushita Consumer Electronics Company (MCEC) announced a $100.00 reduction in the suggested retail price of the Panasonic FZ-10 REAL 3DO Interactive Multiplayer system. The new suggested retail price is $299.95. The FZ-10 will continue to come bundled with the hit software title, GEX, from Crystal Dynamics.

The reduction in suggested retail price comes as the 3DO format enjoys continued strength in the marketplace. The Panasonic unit is available in over 9,000 outlets, encompassing new, expanded distribution channels, and the library of 3DO software continues to grow rapidly. Over 200 titles are currently available for the Interactive Multiplayer, with 185 more in development. Panasonic Software Company alone has published 15 titles, with at least 10 more scheduled for introduction before Christmas.

- San Diego, CA SUPER HIGH SPEED SERIAL PORTS ON THE WAY!

Our "super snoop" discovered a fancy tidbit.. About future serial port speeds... The best the standard high speed serial port can do now is 115.2Kbps., which is nothing to be ashamed about. However, next year you will begin to see a NEW SERIAL PORT called the Universal Serial Bus (USB) with MULTI-MEGABIT speeds. Btw, _that’s_ FAST!

- Ottawa, Canada CorelDRAW 6 @ $695 US FOR THE CD-ROM VERSION

Corel Finalizes Pricing
and
Outlines New Support Policy for CorelDRAW 6 for Windows 95

"Our move from a 16 bit to a 32 bit application has resulted in a huge investment in development, coupled with the acquisition of the new technologies. We are offering our customers a robust and dynamic 32-bit graphics suite," said Dr. Michael Cowpland, president and chief executive officer of Corel Corporation. "In addition to major upgrades to the CorelDRAW and Corel PHOTO-PAINT(modules, users will gain a new and exciting 3D animation module with CorelDREAM 3D, as well as a complete and easy-to-use presentation package with Corel PRESENTS."

CorelDRAW 6 is Corel’s first 32-bit Windows 95 offering. The product will ship in late August and will contain four full-featured modules and nine utilities, plus extensive libraries of fonts, clipart images and symbols and photos. The four main modules include the following:

CorelDRAW: a comprehensive vector-based drawing application.
Corel PHOTO-PAINT: a powerful paint and photo retouching application.
CorelDREAM 3D: a 3D modeling and rendering application.
Corel PRESENTS: a business and multimedia presentation application.

There will be a single upgrade path to CorelDRAW 6 from all previous 16-bit versions. The suggested retail price of the CorelDRAW 6 upgrade will be $425 US for the CD-ROM version*.

New Technical Support Policy for CorelDRAW 6

Corel has adjusted its technical support policy and expanded its in-house support team. In order to help customers through the initial learning curve, Corel will offer 90 days of free support on a toll line from the official release date of the product. Thereafter, customers will be offered 30 days of free support on a toll line from the date of their first technical support call.

Corel's in-house support technicians will provide all customer support during the warranty period in order to monitor customer feedback and quality control. Extended support will be offered by third party providers after the initial warranty period has expired. Existing support plans will remain in effect for all other products.

Corel provides these additional support options:

IVAN: Corel's Interactive Voice Answering Network that provides customers with rapid access to the most current product information. Customers can obtain this service, 24 hours a day, 365 days a year, on a toll line by calling (613) 728-1990.

Bulletin Board Service (BBS): A 24-hour information resource that lets customers access product information and helpful program files. To contact the BBS, customers dial (613) 728-4752 or (613) 761-7798.
Automated Fax System: Customers may obtain faxes of technical information by dialing (613) 728-0826 ext. 3080 and requesting document number 2000.
CompuServe Information Services: CompuServe(subscribers can access the Corel Technical Support forum by typing GO COREL.
Corel's Home Page: An Internet World Wide Web site with product and technical information. Customers may access Corel's site at http:\\www.corel.ca.

*** CorelDRAW 6 registered users may purchase the equivalent of 40 diskettes through Customer Service centers as a special order item for the additional price of $149 US. For current pricing please contact Corel Customer Service at (613) 728-3733.

> GATEWAY MILESTONE STR FOCUS!
  """"""""""""""""""""""""""""""

GATEWAY 2000 SHIPS ITS 3-MILLIONTH SYSTEM
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LOUISIANA RESIDENT GETS NICE WAKE-UP CALL

NORTH SIOUX CITY, S.D., June 19, 1995 --Gateway 2000r, Inc. (Nasdaq: GATE), the leading direct market of personal computers in the United States, today reached another milestone in the company's ten-year history. At approximately 10 a.m. today, system number 3,000,000, a Gateway 2000 P5-120, rolled off the production line of the South Dakota manufacturer.

In recognition of Gateway 2000's continued growth, company President and CEO Ted Waitt, pulled the completed system off the line and made a telephone call to Clint Cormier in Bossier City, Louisiana. Cormier is the customer who placed the order for the Gateway 2000 Pentium-based system that turned out to be PC number 3,000,000. After thanking Cormier for his loyalty to Gateway 2000, Waitt informed the customer that his new Gateway 2000 P5-120 would be arriving at his home at no cost as a way of expressing the company's gratitude to him for his business.

Cormier is a recent graduate of Louisiana State University in Baton Rouge. He told Waitt that he had "done his homework on PCs" and came to the conclusion that the logical choice was a Gateway 2000 system. Cormier will soon enter LSU Medical School and said his new PC will be an invaluable tool to him as he continues his education.

Since its founding in 1985, Gateway 2000 has grown from a 2-person operation with sales of $100,000 to a Fortune 500 company with more than 5,400 employees and revenues in excess of $2.7 billion a year. Today's shipment of its 3,000,000th system begins a year-long schedule of activities that highlight the company's 10 year anniversary.

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STReport's "EDITORIAL CARTOON"
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> A "Quotable Quote" A few "Words of Wisdom"
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"NOT EVERYTHING FACED CAN BE CHANGED, BUT NOTHING..
CAN BE CHANGED UNLESS IT IS FIRST FACED."

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